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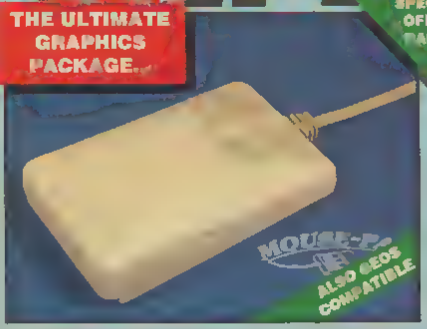

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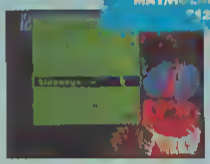

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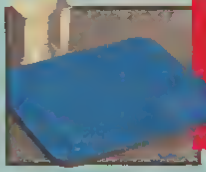

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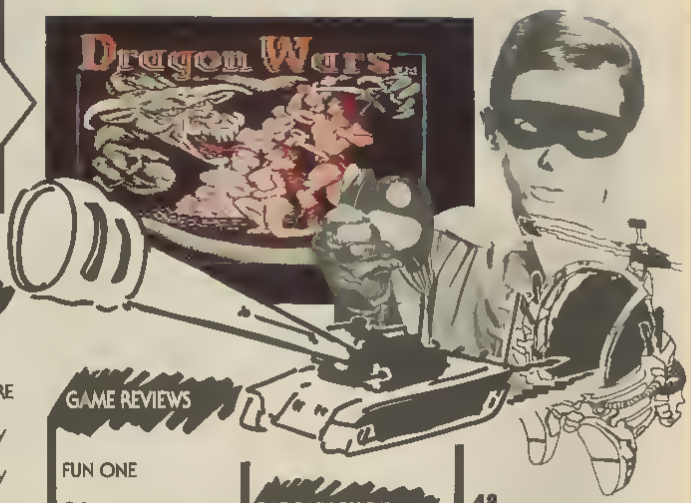

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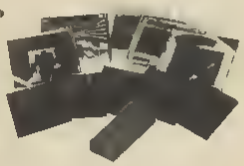

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April 1990
(On sod March 2)

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Printed by
Chase Web Ltd (Web Plc

YC (formerly Your Commodore) is a monthly magazine appearing on the first Friday of each month. No part of this magazine may be reproduced, stored in a retrieval system or transmitted by any form or by any means, electronic, mechanical, photocopying, recording or otherwise without the prior permission of the publisher.

Distributed by SM Distribution, 6 Leigham Court Road, London SW16 2PG

Printed by Chase Web, Plymouth

Subscription Rates are £23.40 UK (inc. VAT post free) £31 Europe, £34.30 Middle East, £34.20 for first, £31.10 (or £56.00 USA) Rest of the World. Airmail rates on request from YC Subscriptions Department, Select Subscriptions Ltd, 5 River Park Estate, Berkhamsted, Herts HP4 1HL, U.S.A. Subscription Agent: Wise Owl Worldwide Publications, 4314 West 238th Street, Torrance CA 90505 U.S.A.

Cover designed by Ben Cunningham.

But First This!

YC FUN★1

When the going gets tough the tough get even tougher. And due to inflation rates, rising costs, spraggets, fringes and the price of Oranges in South America many magazines are to find the coming few months very tough indeed (some may even quit and drop by the wayside). YC though is so utter fab, wicked and certainly tough enough to give you what you want.

Although games are now coming out few and far between we still supply you this month with the first EXCLUSIVE review of Space Harrier II on the C64 and that can't be bad, as well as several other smart reviews to keep you going.

Also, it has been brought to my attention that a certain Pretender to the Crown has recently slated this wonderful magazine (I always get affronted when someone takes one at MY organ) and stated that their pile of poop is the only C64 games mag available. Go on dear reader, inform them that they are wrong, if only for the sake of my deflated ego.

Another small change this is the inclusion of [illegible] (one for each of the [illegible] YC issues), so now the only thing we don't supply are the [illegible] you'll have to do that yourself. And, oh yes, a few of the designs have got even WACKIER (how could this be), well, we are the ★1 magazine!

Yours until A[illegible] coffee gets any better...
Rik Henderson

TINTIN ON THE MOON

LE FRENCH CONNECTION

Here we go again with another YC compo this time care of Infogrames. And we're not giving away one game to the first prize winner we're not giving away two we are in fact giving away NINE games (Infogrames last nine releases) to one lucky winner. And there are 10 copies of Tin Tin on the Moon for runners up.

All you have to do is answer the following three SIMPLE (so easy even Adrian could do them) questions from the answers supplied and write them on the back of a sealed envelope (or postcard) and send it, by April 30th to:

French Letters Compo
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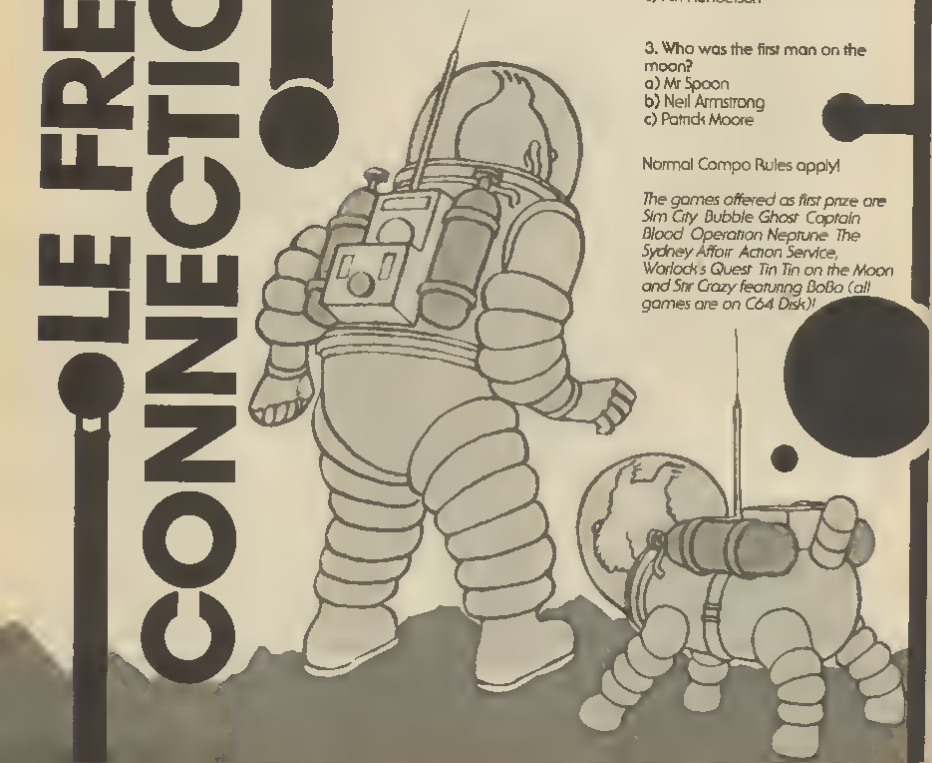
1. What is the name of Tin Tin's dog?
a) Snowy
b) Eric
c) Mustapha

2. Who invented Tin Tin?
a) Alfred the Baker
b) Herge
c) Rik Henderson

3. Who was the first man on the moon?
a) Mr Spoon
b) Neil Armstrong
c) Patrick Moore

Normal Compo Rules apply!

The games offered as first prize are Sim City, Bubble Ghost, Captain Blood, Operation Neptune, The Sydney Affair, Action Service, Warlock's Quest, Tin Tin on the Moon and Stir Crazy featuring BoBo (all games are on C64 Disk)!



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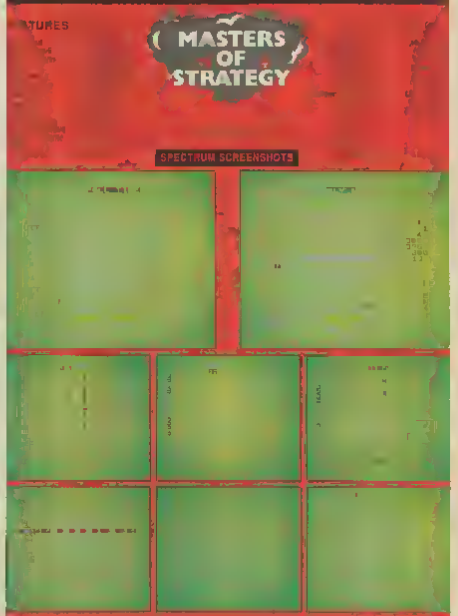

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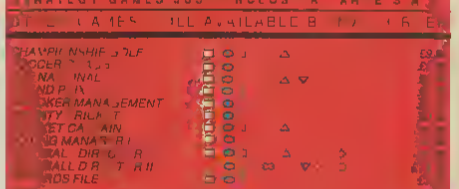

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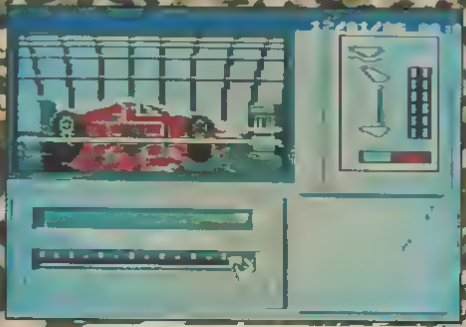

▲ Funky ferrari formula one!

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COMPO ENTRIES GALO[illegible]

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2. Marshall Law Takes Manhatten (Epic)
3. Viz 39 (John Brown Publishing)
4. Arkham Asylum (DC/Titan)
5. XMen 256 (Marvel)
6. Gotham by Gaslight (DC)
7. Hellblazer 25 (DC)
8. 2000AD 656 (Fleetway)
9. Excalibur 19 (Marvel)
10. Detective Comics 611 (DC)
11. Justice League Europe 10 (DC)
12. X-Factor 50 (Marvel)
13. Excalibur Special Edition 2 (Marvel)
14. Aliens Vol 2 No 1 (Dark Horse)
15. Predator 3 (Dark Horse)
16. Hellraiser Book 1 (Titan)
17. Punisher War Journal 14 (Marvel)
18. Sandman 14 (DC)
19. Spiderman 320 (Marvel)
20. The Bogie Man 1 (Fat Man Press)
21. Avengers West Coast 54 (Marvel)
22. Wolverine 20 (Marvel)
23. Punisher 30 (Marvel)
24. Sandman 12 (DC)
25. Legends of the Dark Knight 1 (DC)
26. Justice League America 35 (DC)
27. 2000AD 657 (Fleetway)
28. Tapping the Vein 2 (Eclipse/Titan)
29. Swamp Thing 91 (DC)
30. 2000AD 658 (Fleetway)

Chart supplied by SPEAKEASY - the Organ of the Comics World from information supplied by comic shops nationwide

▲ LOU MACARI? Let's put a tenner on it!

▲ CAPTAIN BLOOD Now being released for about the price of 7 tins of spam!

SCRATCH AND SNIFF ▸

DATA

▼ ARKHAM ASYLUM Soon to be a computer game?

▲ ...it's on the cards!

▲ CASTLE MASTER Well I'll be stoned!

SCRATCH AND ▶ SNIFF

THE COMPUTER INDUSTRY KARMA SUTRA

No. 6 It hums, it throbs and it buzzes, but does it fit? Nadia Singh is about to find out!

▲ Ha! Sheep Guru Jeff Minter caught in McDonalds! Sheep everywhere, start to mourn!

▲ We reckon Mk looks like Adam West if you look like someone send in your photos now!

SPOT THE DIFFERENCE ▼

Those busy little bods at Activision despite recently losing Amanda Barry have been working double extra overtime Two games are coming our way pretty soon and they both sound crispy hot poopie stuff

Hammerfist is based in the future seldom are games based in the past when men are really Cybernauts women are real Cybernauts and Cybernauts are pretty much like real men and women Other than acting really funky exciting and utterly def (what?) you must punch kick maim and kiss (the Glasgow Kiss that is!) your way through many mutated beings for very little reason indeed

Son - Boom needs little introduction as a) it is vertically scrolling shooty b) is based on the Sega coin-op of the same name and c) because it features little more than average action Should be a good blast anyway

They'll both cost around the £9 99 mark for the Cassette and £14 99 for the Disk versions

PROGRAMS GALORE

Commodore Disk User is a monthly magazine tailored specifically for C64 and C128 Disk Users. At £2.75 per month it offers the best in all round value for money. Not only do you get an informative and lively magazine you also get a free disk with each issue. You can purchase your copy on the third Friday of each month.

The following programs are featured on the April issue disk:

Bar Prompts/Hi Lite Bars – Two handy input routines.

Demos in Basic – You don't need M/C for impressive demos.

Characters to Sprites – Transform your UDG characters to sprites.

Font Factory – Complimentary program: Characters to Sprites.

3D Text Machine – An impressive visual display.

Screen Enhancer – Another utility for creating impressive looking screens.

Spreadsheet 64 – Our first spreadsheet making use of the WEOS environment.

C128 Collection – Three programs for all the C128 users.

April's issue of *Commodore Disk User* will be on sale from **Friday 2 March 1990**.

Post Apocalypse?

With a maniac at the helm one wonders why people write in (I suppose Points of View has never had any problems) Post Apocolypse is no Ann Robinson but get those pencils out for the man with more than the average weapon store

Help!!!

Help! I'm going barmy!! Has anyone got a copy of 64 Tape Computing Issue 7 it includes an excellent football game called League Soccer If anyone anywhere has a copy of it or knows where I can find one could they please write to Neil Mayhead 208 Nelson Road Gillingham Kent ME7 4LU Thanks!
Neil Mayhead Kent

PA I fink that letter says it all Can anybody lend a hand?

LOADSADOSH

I have had my C64 for a year now and I have been reading Zzap but one day I picked up a copy of YC and was pleasantly surprised I was amazed to see that the mag only catered for the 64 unlike Zzap and CU and it hasn't converted to the superior Amiga

I liked the idea of having free computer games on every mag but I think the price is way too high and if you lowered it you would get loads more readers
Jason Frost BFFO 30

PA Who said we need more readers? Anyway if you wish to compare us to Zzap they are now priced £1.50, only 45p less than ourselves. 3-4 games for 45p can't be bad

Glad to see you liked our lethal dose of funkiness though and as the only dedicated C64/C128 mag around we hope to cater for your specific tastes every month (as long as you like chainsaws death and mayhem)

Hysterical History

You know - it's not often that you find a startling piece of historical data in a computer mag but on page 14 of December's issue the Storm Across Europe review states that Hitler launched his blitzkrieg against Poland in Sept 1945! Just goes to show how time and all those cobweb covered historians distort the facts!!! I hereby claim my free copy of Storm Across Europe or was it Asia?

Anyway the real reason I am writing is to thank US Gold for being so prompt in helping me out on a problem with Curse of the Axure Bonds. Many many thanks US Gold. It is greatly appreciated.

I am delighted with your magazine which I have just started getting on a regular basis. I used to subscribe to Zzap 64 but now it's banal and written so childishly I couldn't bear it anymore!

One possible move towards making your mag even better, how about printing a tips page or some of the readers maps of games such as Bards Tale.
Cpl M Kemble BFPO

PA. I'm glad to see dat one person is grateful of helpful companies (I'd like to bomb the buggers meself). As for tips and maps, we do dear Cpl we do!

Yawn City

As a reader of Your Commodore for many years and of the old Your 64. I have noticed a big decline in the last few months.

I buy a computer magazine to read about computers. If I want to see photos of pop stars or read about movies I'd buy another sort of magazine. As your magazine has now turned into a games magazine I shall no longer be buying it. I'll have to keep buying Commodore Disk user, CCI and Computer's Gazette.

I'm sorry to see Your Commodore leaving the serious side of computing, but I suppose after so many years you've run out of material.

Sorry I can no longer be one of your readers.
N K Taylor, Dorset

PA. And dat's wot you get if yo make a mag completely radicall. At least Mr Taylor is being sensible and buying CDU (the wickedist 'serious' mag in da world).

It wasn't because of 'material' mate (we've more hot material than a large lingerie shop) but you're a dying breed and I fink we've realised before you!

Zany McNamey

I have just purchased the first copy of your new look mag and I can happily say that it's brilliant. All the sections are very good and I have no complaints at all but I do have a few suggestions.

1) Why not give ratings for presentation, graphics, sound, playability and value for money, instead of just giving an overall mark. All (or nearly all) mags are using this system nowadays and I think this is the best way to review and I'm sure many readers will agree with me on this point.

2) I think you should have previews of games that will be reviewed in your next or future issues.

3) Try to get more colour screenshots of the games reviewed.
Darren Mahoney, N Ireland.

PA. Yo Dazza, a geezer who knows what's happening! I've talked over your suggestions wiv da Ed and we have come up with 1) we don't want to gloss over the facts or break them down. We want people to see if a game is good or not from the off. If a more in depth analysis is required, read the review dats what dere for. 2) We do now (almost) in da DATA pages, even with Scratch and Sniff. 3) We're working on it (I bet you knew I'd say dat)!

Batmaniac

Before you changed your image and name to YC you used to be called Your Commodore. I personally hated Your Commodore and never bought an issue until December. I love your NEW image and I think it's good although I think that one day one of your reviewers will spoil it like the last ever Your Commodore.

It was spoilt by the review of Batman by Tony Hetherington who grossly underated it. I don't know what he was doing when he gave BTM 56%! He MUST be mad!

BTM is simply one of the best C64 games around in presentation, graphics, sound and gameplay. The swinging rope effect was a great idea in the 1st and last levels which made it a million times better than a boring shoot-em-up as Your Commodore so kindly put it.

I loved the BTM game (I'd never have guessed PA) and I still do and as you can see I'm not the only one. C+VG mag gave it a C64 version 92% (a C+VG HIT), ZZap 'How dare you swear in this magazine?' PA) gave it 96% (a gold medal) and CU rated it 86% (a CU Screen Star).

I am not saying these mags are better but they were certainly better than your old image, and gave the games more of a chance.

But they are by no means better than your new image. I just hope that a certain reviewer will not spoil it.

Now that you give games a chance with your new image, I am happy. I just hope that this is the first and last time I have to grumble.
Felix Black, Orpington

Oh by the way I know that you may think that I said that you underated BTM because I am Bat Crazy, but I'm not. I just know when I see a good game, which is not often.

PA. You're completely Bat Daddaly, Bat Crackers, Bat Bananas. But there's nothing wrong with that. For ages the Ed had a pic of Kim Basinger under his pillow. (I presume it's because she was Vicki Vale in Bat Flop)!

And that just about wraps it up for another munth. What's brown and floats on water? A Doormouse in a rubber ring! (What else could it have been?)

Write to your favourite Mailing Mailmon at..

Post Apocalypse
Small Hole Under Rik's Desk
YC.
Argus House,
Boundary Way
Hemel Hempstead
HP2 7ST.

COULD YOU BE A PR GIRLIE/GEEZER ?

Have you got what it takes to hassle journos into reviewing your games? Could you be the next Lesley Winsford, Danielle Woodrow or Beverly Goodrich? Then simple [illegible] fluid [illegible]

1 Do you know anything about computer games?
a) Yes loads!
b) A little about Pacman
c) Nope bugger all What IS a computer?

2 You have a journo coming to your office Do you ..
a) take him/her to an incredible restaurant for a slap-up meal?
b) take him/her to the pub for a few bevies?
c) offer him/her a glass of milk and a wholemeal digestive?

3 Your latest game is sponsored by a famous personality just arrested for drink driving and an industry hack asks you for a quote Do you..
a) mumble Do we do that game? ?
b) quip There is absolutely no alcohol in the game! Ho! Ho! ?
c) whisper "The £100 is on the way! ?

4 You have arranged a press conference for your company's up and coming release Ninja Death Bikers with Attiroads and you decide to dress up in a wacky costume as a gimmick What do you wear?
a) A skin [illegible] see-through nightdress
b) A Ninja Death Biker outfit
c) Your [illegible] dubbing gear

5 You have been offered the cover of 'Your Cucumber' on the grounds that you do naughty things with the editor a large mop and industrial cleaning fluid Do you ..
a) insist on a 99% score too?
b) refuse a cover is not worth THAT much?
c) Include a few more household items to the list?

6 At the European Computer Trade Show your boss keels over in the bar in a drunken stupor Do you ..
a) rummage through his/her pockets for drinks money for yourself?
b) pick him up and apologise to everybody around for the embarrassing [illegible]
c) take [illegible] them to YC for publication?

7 [illegible] been commented in one of the top mags that your press [illegible] are acting beyond belief How do you 'jazz' them up?
a) Use Letraset for the headline
b) Hire an incredibly famous comic strip artist to illustrate them
c) Use words like 'def' 'rad' and 'existentialism' (not a funky word but bloody impressive)!

8 After a promise of a high score in exchange for an 'exclusive' review you realise you have been ripped off and the game only gets 24% Do you...
a) buy a chainsaw immediately?
b) sue the editor?
c) rework the game so that the ed will look like a prat?

9 It has recently been revealed that you have been writing software reviews for magazines under a pseudonym Do you...
a) carry on writing reviews of your own games under the name of Duncan Evans?
b) resign immediately and become editor of Zzap!
c) admit you were wrong and that you d never do it again?

10 Your company's latest game 'Big Wobbly Ones from Mercury' is the worst game ever seen How do you promote it?
a) You call it 'The most original piece of software ever seen on a [illegible] computer'
[illegible] call it 'The [illegible] game since [illegible] simulator'!
[illegible] and become a [illegible] (less crap [illegible]

SCORING

Just look up your scores then add them together to find out if you could be on the other end of our phonelines!

1 a=10 b=5 c=0	6 a=10 b=0 c=5
2 a 5 b 10 c 0	7 a=0 b=10 c=5
3 a=0, b=5 c=10	8 a=10 b=0 c=5
4 a 0, b=10 c=5	9 a=5 b=10 c=0
5 a=10 b=0 c=5	10 a=0 b=5 c=10

YOU SCORED

80-100
Wow! You know so much about the computer games industry you must be either cheating or Rik Henderson (or both) PR is definitely NOT your scene you know far too much about games and marketing You have just the right blend of common sense and immorality to become a journalist

30-75
You are the perfect YC reader Unfortunately you are too clever to become a PR person and too moral to enter the world of games reviewing Stick to buying the magazines and who knows maybe one day you ll own your own chainsaw!

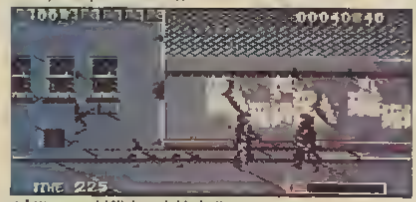
0-25
This score is so pathetic that you could only do public relations The good news though is that you have just the blend of lack of wit and banality to succeed in this profession In fact you are so dim witted that I should imagine software houses will be climbing over each other in eagerness to sign you onto their books

74%

NINJA WARRIORS

▲ I didn't know Ninjas plodded!

▲ They don't plod in real life!



▲ I suppose old Ninjas might plod!

Supplier: Virgin Mastertronic
Price: £9.99 Tape, £14.99 Disk

When you get to the top there is only one place for you to go and that is down unless of course you are of an evil persuasion then you can kill the opposition and crush the masses to stay in power indefinitely Taking this lesson to heart world president Bangler gave the world reason to hate his name During his systematic crushing of the masses Bangler made one tiny mistake and tha[illegible] cutting the budgets of on[illegible] Mulk a research sc[illegible] Using the tools and [illegible] his disposal the disg[illegible] Mulk created two remot[illegible] control killing machin[illegible] one of which you f[illegible] yourself controlli[illegible] for world free[illegible] bigger gra[illegible]

Be it ev[illegible] there is [illegible] robot ninja [illegible] rampage A bi[illegible] and a throwing st[illegible] head and the opposition is routed Rogue pol[illegible] attack from all si[illegible] blades but a qui[illegible] and a ribbon of [illegible] decorates the air [illegible] all come tumbling dow[illegible] To avoid that heavy [illegible] you can somersau[illegible] the heads of th[illegible] opposition [illegible] comes int[illegible] faced with [illegible] Sharp shooter [illegible] deadly hail and [illegible] well timed jump or [illegible] saves you from destruc[illegible] Occasionally a soldier with a gun launched gren[illegible] appears Charging th[illegible] character has its disadvantages as you are likely to head-but the o[illegible] coming missile as it [illegible] your destruction

Just when you thought [illegible] had the opposition [illegible] they throw [illegible] large and nasty [illegible] charge [illegible] ying [illegible] ounter, [illegible] teleport [illegible] most [illegible] ty is the [illegible] pider [illegible] ck This monstrosity [illegible] lot of killing and is [illegible] than cap[illegible] shing out the g[illegible] Other nasties include tanks which are invulnerable except for [illegible] gunner who sticks his [illegible] out of the turret and [illegible] in their [illegible] ke chunks out [illegible] d throw [illegible] they [illegible] a [illegible] the level [illegible] something [illegible] than the [illegible] nasties On level [illegible] is a small w[illegible] an [illegible] a big sword [illegible] level two a tank wi[illegible] guns blazing You only [illegible] ve one life with which to [illegible] lete the game You [illegible] life if the robot s [illegible] hits zero If [illegible] a level you [illegible] a full set of e[illegible] you do[illegible] fall [illegible] credits [illegible] A final plus to th[illegible] is the si[illegible] ous two player [illegible] ughter them [illegible]

FIGHTER BOMBER

67%

Supplier: ACTIVISION
Price: £9.99 (tape) £14.99 (Disk)

This release has coincided with the release of F 16 Combat Pilot from Digital Integration. But will it be up to the standards set by its rival? Fighter Bomber is most definitely not on the same scale as Combat Pilot. It is almost a watered down version.

The basic objective is fairly similar. Various on screen menus give you the option of seven different aircraft. All have good and bad points and not all are suitable for all of the missions. Once a plane has been chosen, you must then select a mission. These are not as complex as in F-16. However, they do vary in size and difficulty. Information is available about the mission or you can alter or plan your route.

Then you are sent to weapons selection. This is very similar to F 16 but not as detailed or varied. Once you're done here you can get out to the runway. The graphics in Fighter Bomber are an attempt at combination wire frame and solid 3. Technically they work however the inclusion of filled in graphics makes the screen update painfully slow. The m are done in realistic perspective and snake off into the distance. Bombs are invisible but crunch into the ground on impact.

The control system works extremely well. The numerical keys are used to put on the thrust in increments of 10%. This allows easy control of power and the afterburners. Other controls include the normal undercarriage, rudders and airbrakes. Weapon selection is simple being toggled with a single key. There are only two different display panels, the weapons and navigation data.

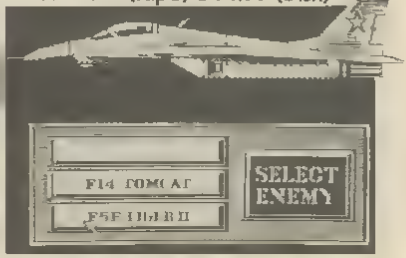
Without doubt the most impressive features are the various views of the plane. Available by selection are views from the control tower (zoom in and out camera style) the view from above, from behind or the side. These are all rotatable. There is also a weapon's eye view and an enemy plane view. These are all very effective and filled in.

The missions are on the most part difficult. This is partly the idea but mostly the fact that the game is so slow. The impression of speed just isn't convincing at all. Flying towards a fixed ground feature seems to take forever and they aren't that interesting when you finally get there.

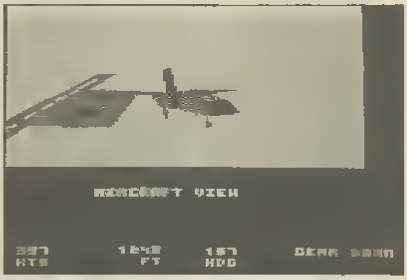
Dogfighting is a difficult yet challenging part of the game. The enemy planes are at no advantage to yours in terms of speed. As usual in these games, though, the pilots are tough to defeat at close range.

Fighter Bomber just seems to lack the necessary depth required for simulation games to be successful. The programmers have concentrated too much on the different views and graphics. Instead they should have tried to cut down the movement time. As a result, Fighter Bomber pales into insignificance in the light of F 16 Combat Pilot. Activision would have done better by avoiding the simulation and making the game more of an arcade type. Still, a nice attempt.

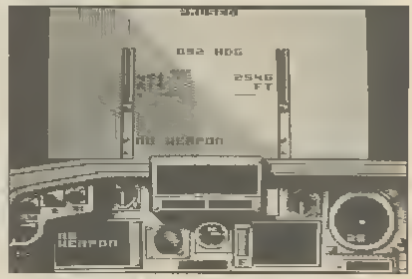
ACC



▲Death jet shapes!

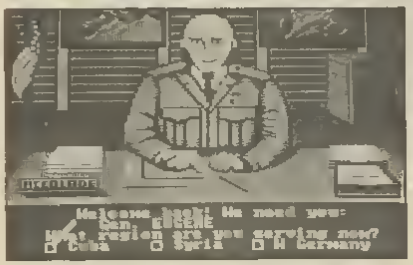


▲With a view to a kill!



▲This cock is the pits!

Steel



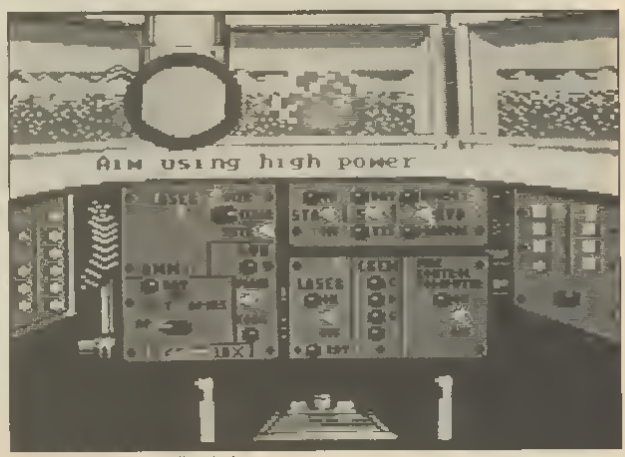
Supplier: Accolade
Prices: £9.99 Tape, £16.99 Disk

Sixty tons of steel come rolling down the highway of hell with you at the helm. The enemy come head-on guns blazing and only skill and more than a little luck will see you through the day. If you prove your worth untold battles lie before you but flunk out and you die when the steel starts rolling there are only winners.

Getting your hands on the latest American hardware can prove a little expensive not to mention dangerous so settle for the next best thing. Steel Thunder. You can choose between four types of tank to explore three countries in twenty four missions. Rumbling across foreign landscapes letting rip with your cannon is a gratifying experience which is all too soon ended when the enemy return fire and you find yourself piloting a pile of scrap. This is not an arcade game but a full blown tank simulation with lots of dying (usually done by yourself).

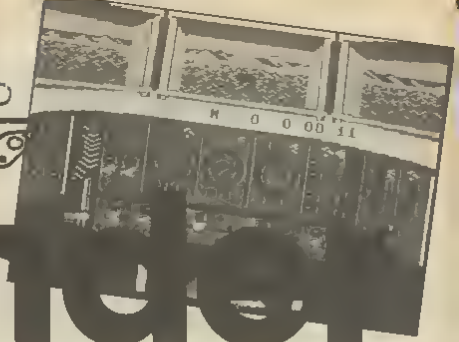
The ever cheerful (satire) commander dishes out the missions with relish. You select the country (Cuba, Syria or West Germany) and like a conjurer's trick the missions appear before you. After selecting the killing ground you choose the hardware a M1A1 Abrams, M60A3, M3 Bradley or the M48A5 Patton. Each tank has its own specialities so before selecting the vehicle for the mission it is best to look up the tank specifics in the user manual. You have your machine, now you need the crew. Apart from yourself you need a driver, a gunner, and a loader. For each job you are presented with a list of possible troopers complete with stats. Your job is to choose the team that will get the job done. One last procedure to follow before hitting the action and that is the armament. You can go with the preconfigured tank or customize it for your own style of fighting.

Crew assembled you run through the final check before turning the ignition key to fame and glory and possibly (army talk for most likely) death. All systems check so you run through the start up



▲ High powered pineapple throwing!

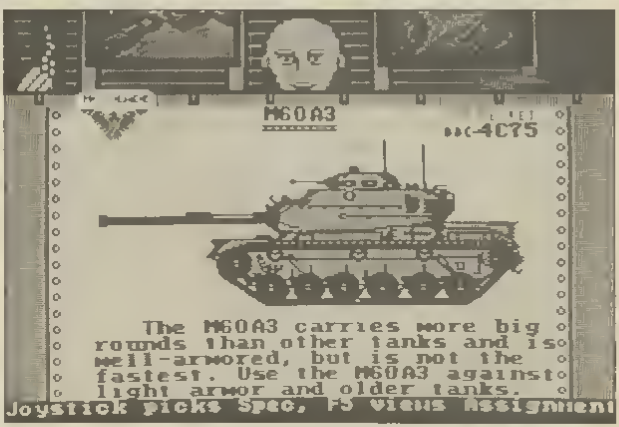
Thunder



sequence switching on the engine s turret motors and arming the smoke grenades Go to the map plot your course and tell the driver to roll

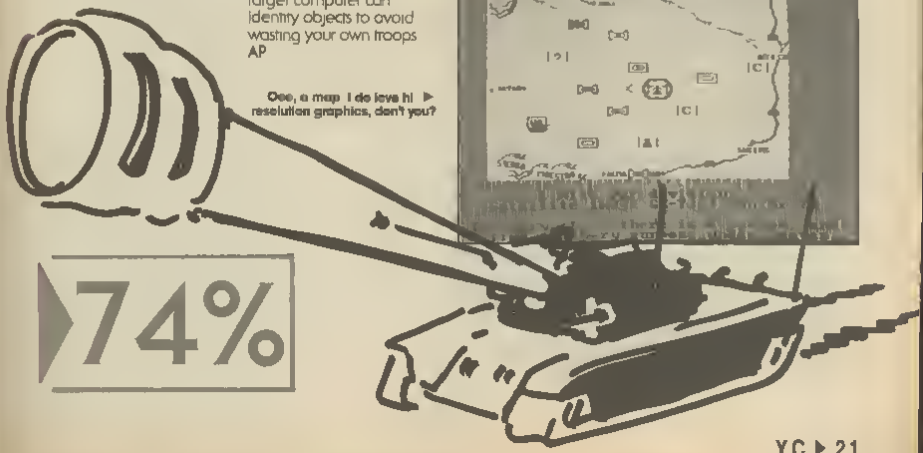
You can switch from gunner, driver and command positions of the tank but a player with faith in their crew can issue the orders and lay back When the flak starts to fall you know you have arrived Lay down the smoke and switch the gunnery screen the gunner loads the ammo you have selected and either you or the gunner can let rip with those explosive shells

The view from your tank is limited taken up mostly by the status lights and gauges When you do encounter another vehicle or bunker the graphical image is limited but the target computer can identify objects to avoid wasting your own troops AP

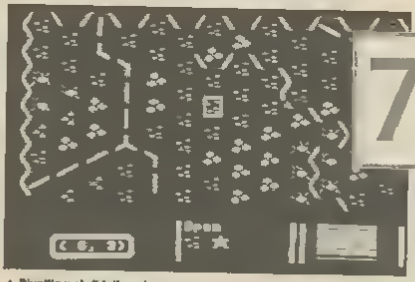


▲ I bet the engine is called Themes

Ooo, a map I do love hi ▶ resolution graphics, don't you?

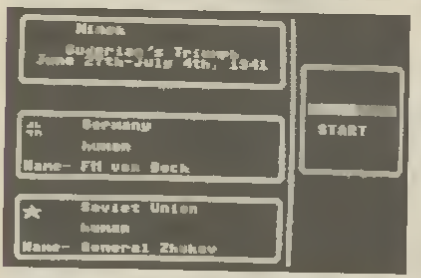


74%

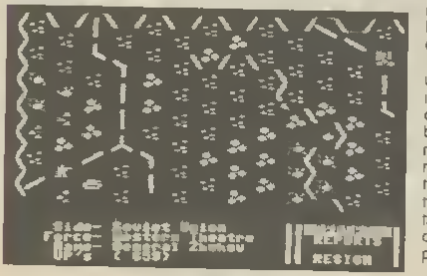


▲ Rivetting stuff follows!

PANZER



▲ Germany 1, Soviet Union 55,000,552



▲ A vastly different map than the one above!

77%

Supplier: SSG
Price: £19.99

Panzer Battles is the latest game from SSG using the Battlefront system. You get the chance to build up generic forces with ten tons of deadly dealing machines. There are six separate bloody battle scenarios. These are based on real life battles so you can rewrite history. These battles are based in Minsk-Moscow, Kharkov-Dnepropetrovsk, Kursk and Berlin. The scenarios are almost as hard to play as they are to say!

Each battle is in depth and a complex strategic problem. Units can be given orders to move, fight, retreat and reinforce. Each side seeks to irradicate the enemy. The various battles have different skill levels with Moscow being the easiest. Control is in the form of menus. Each menu interlinks with several others giving a branch effect. This means that every control can be accessed via the one menu. Thus the need for loads of controls is dissipated.

There are several unusual options available in Panzer Battles. The map on any one of the six battles can be completely redesigned. Also redesignable are the units themselves. So if you think that you can do better than SSG's graphic designers then you can prove it.

There is a plethora of information available on the battlefield in general. This goes from the weather forecast for the day to dates of different events. Each issue. These include deployment, defend, use and [illegible] have an option to control [illegible] the latest developments. You sit back and watch the fun begin!

Your forces are represented by regiments or formations. These vary in power and a status report can be obtained. Once you have set out your forces it's time to start war. You are left in the dark as to what is occurring on the field. After each full turn you get to review orders to see if you made a mistake and you can change your mind! The manuals are both very comprehensive and helpful. The first of the battlefront system and explains each command step by step. It also shows how to design the various graphics.

The other manual takes you through a typical turn of the Moscow battle. This is very useful for getting into the game when first playing. At the back there are detailed breakdowns of each game, including notes for the player's assistance. The battle editing system lets you either rebuild a battle from scratch or change an existing scenario. This makes the game hold a longer lasting appeal for the player.

The [illegible] well [illegible] but expect [illegible] There is [illegible] m [illegible] ame [illegible] great [illegible] g interest [illegible] better [illegible] y. For fans [illegible] this is the [illegible] For non fans this is a [illegible] shaving [illegible] a choice [illegible] Strategists [illegible] check [illegible] ACC

WINDWALKER

Supplier: ORIGIN
Price: £19.99 Disk

Khantun is a strange, fictional Oriental world. In Khantun, Good gives way to Evil and Evil to Good. This being the natural order of things, you, as the Good guy have been called in. Your master Mobius has detected a new, great Evil in the world. You must train in the disciplines of armed and unarmed combat. Once fully competent in these arts you must then go forth and force the Evil to submit.

Your training can be as long or as short as you wish. But you'll soon discover that shirkers get the living daylights extracted from them. Thus it is a good idea to spend as much time as possible training. The training consists of fighting a number of select opponents. These all look remarkably similar, like thieves armed with knives. You have to combat them in alternate bouts, with a quarterstaff or bare handed.

You have six moves at [illegible] yo[illegible] posal wi[illegible] so[illegible]ults and p[illegible]s. The enemy is quick [illegible] sharp witted but can [illegible] defeated with [illegible]. Once a bout [illegible] can reflect [illegible] experience. [illegible] action replay [illegible] bout including all the painful bits. The graphic [illegible] sec[illegible] are mono[illegible] but [illegible] nicely do[illegible] m[illegible] quibble with [illegible] co[illegible] was the lack [illegible] re[illegible] sound effects. A fe[illegible] keeps doesn't do so[illegible] of the moves [illegible] bl[illegible] justice.

[illegible] fee[illegible] tra[illegible] is co[illegible] can [illegible] ture [illegible] Mobius gives you fair warning if he thi[illegible] that you're being too [illegible]. This won't stop yo[illegible] may give [illegible] gu[illegible] complex! Once [illegible] in the [illegible] wide world yo[illegible] on [illegible] own. Should y[illegible] be [illegible] senseless [illegible] it's [illegible]al. Of cour[illegible] be [illegible] trained [illegible] yo[illegible]

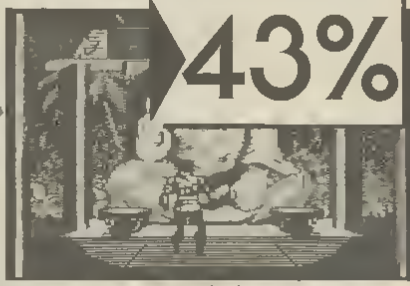
[illegible] the [illegible] em[illegible] ter [illegible] people. The [illegible] thieves, who [illegible] Of course you [illegible] handing over your cash so co[illegible] is the resu[illegible]. Other people are not so [illegible] and will tell you useful information if sucessful [illegible] communicated with [illegible] fo[illegible] your codes of [illegible] and talk to [illegible] in [illegible] sacred temple [illegible]

[illegible] around [illegible] p[illegible] are juni[illegible] b[illegible] are use[illegible] n[illegible] you [illegible] v[illegible] islands. [illegible] h[illegible] levels, temp[illegible] and sh[illegible] for you to visit where yo[illegible] glean more information or objects [illegible] aid [illegible] quest. As to quit[illegible] wh[illegible] quest is well it [illegible] to [illegible] Evil isn't it? [illegible] Zhu[illegible] has turned o[illegible] mutinous. He's employed an Alchemist and kidn[illegible] Princess. Nothing [illegible] really. Oh yeah, [illegible] Alchemist has [illegible] spirits to [illegible] sacred temples with.

Ha hum. A hero's [illegible] never done. Rescue [illegible] beat up the baddies [illegible] late the Alchemist and splat the [illegible]. Explaining [illegible] boring [illegible] slow [illegible] prospect [illegible] long [illegible] challenge [illegible] while mingly awful [illegible]. As Mobius says, if you [illegible] excitement set the [illegible] on fire. Windwalker is a great cure for insomnia.

ACC

43%



▲ Don't turn your back on me, poolece!

▲ Can I stick with this game?

▲ From this shot you wouldn't think that the game is poo!

JACK NICKLAUS' GREATEST HOLES GOLF

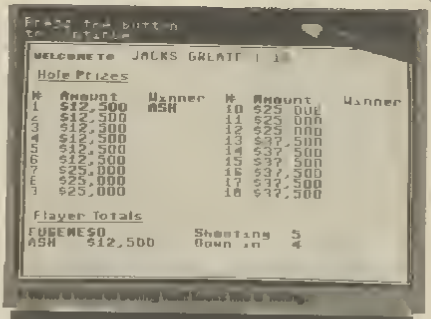
70%

Supplier: ACCOLADE
Price: £16.95 Disk £9.99 Cass

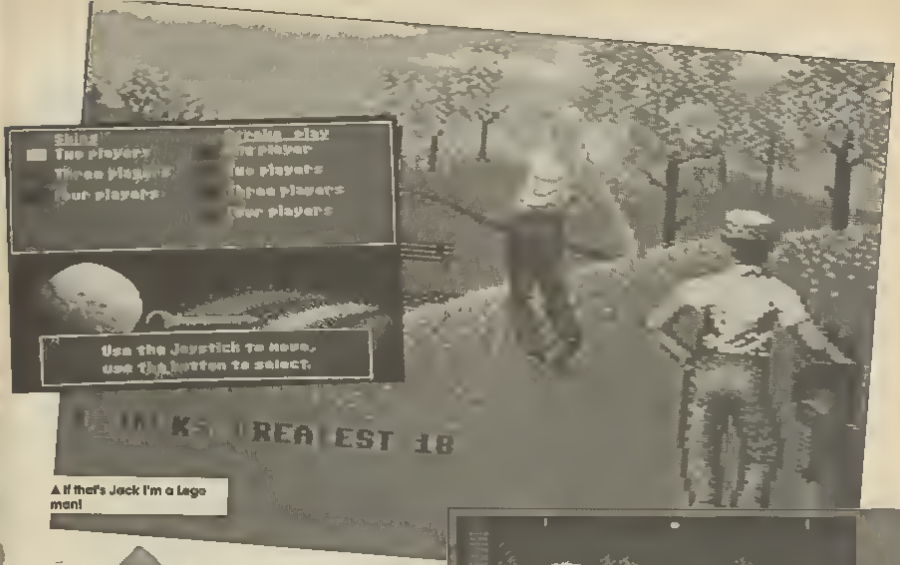
Jack Nicklaus is the most recent of the famous golfers to put his name to a program [illegible] he should stick to [illegible] real golf [illegible] this game is the [illegible] game yet [illegible] blocks in the [illegible] department [illegible] really wrong [illegible] game itself. You have a choice of three courses to play including one which consists entirely of holes put together by the golfing legend himself. At the start of each he pops up with some [illegible] interesting commentary. The best shot I've ever played. Perhaps this is meant to inspire you? To me it sounds as if the programmers were trying to convince themselves that their holes were well done.

[illegible] club gets selected for you. The more obstinate or stupid amongst you can still change this selection though. Then your angle can be altered. Hitting the ball is achieved by the now much [illegible] formula, one press [illegible] the swing, another to stop the power and a third to set the snap. This determines how far the ball flies and whether it hooks to the left or slices to the right.

Being whacked the ball dutifully flies in the desired direction. The graphics are not absolutely [illegible] but work pretty well anyway. Once all of the players have had their [illegible] updates to [illegible] the hole [illegible] get down because it takes about 10 seconds to renew a view. This means an awful lot of waiting around for your go. On an 18 hole course



▲ The oldest 'swinger' in town!



▲ If that's Jack I'm a Lego man!

with an average of five shots per hole this means for 18 minutes working time per player.

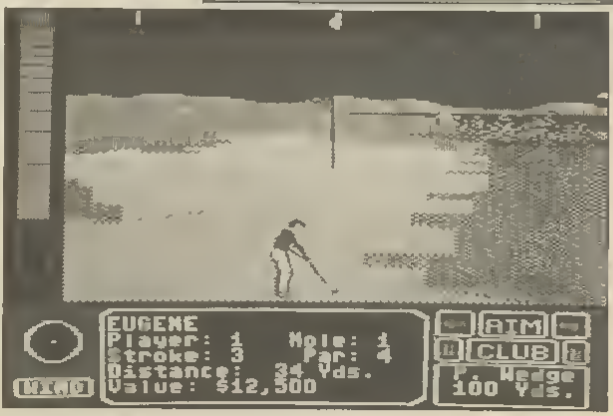
It's a shame because the game itself works really well. The clubs react realistically, the ball flies well and truly, and the courses are quite interesting: there is a choice of stroke or skins play. Stroke play is the normal method where the winner of the match is the player round the course in the least number of shots.

Skins play is one for the capitalist golfer. Each hole carries a cash prize. The later holes feature bigger prizes than the first ones. Should two players halve a hole (get the small total) then the cash for that hole is carried over to the next. The winner is the player who accumulates the greatest amount of money.

The graphics are chunkier than some golf games (Leader Board for example) but the ball is more realistic [illegible] as usual is merely [illegible] bleeps and burps. The inclusion of skins play makes a nice change and having a choice of three courses is nice. What a pity that Accolade could not have speeded up the update time. Still a good game for golf enthusiasts. Anyone else might have fallen asleep by hole six.

ACC

▲ Watch out you'll lose your ball down that hole!



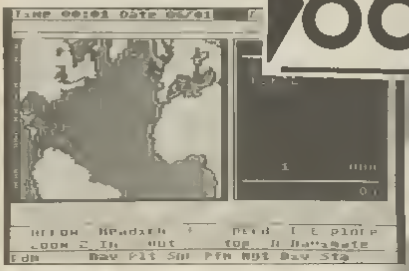
▲ His skills are certainly flagging!

SEARCH FOR THE TITANIC

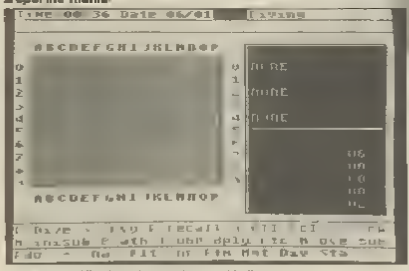
Supplier CRL
Price £19.95 Disk

YC FUN ★ 1

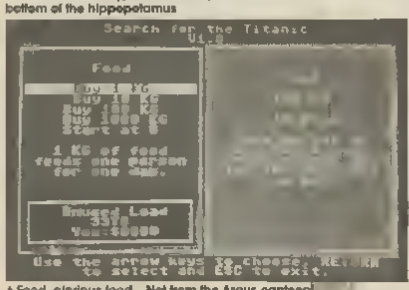
86%



▲ Spot the Titanic!



▲ The axis of the hypotenuse is equal to the bottom of the hippopotamus



▲ Food, glorious food Not from the Argus canteen

If you were envious of the team who found the real Titanic then now's your chance to have a go yourself. Search for the Titanic lets you do just that. Of course you'll have to find a few other wrecks first. This helps to develop your reputation as well as your technique. The best expeditions are well planned and yours can be no exception.

Every stage and detail must be planned carefully. You start with $10 000 and this must rent, equip and man a ship. There are several ships available to rent. They all vary in condition, size, capacity and speed and thus in cost. Specialist equipment is very costly and will certainly be out of reach for your first mission.

To raise more money, you will need to negotiate a grant. There are lots of companies and corporations to approach. They are all interested in different aspects of the ocean. Each bundle pitched on the vague aspects of research treasure seeking and publicity. Unfortunately most will go by your reputation, which starts at zero.

The supplier that your ship is going to need are fuel, food and water. The length of the trip and the number of crew have to be taken into account. Personnel for hire include swabs, a ship's doctor and of course the captain. Be careful to plan your trip well because you can run out of supplies in the middle of the ocean.

Once your expedition is fully planned and passed by the government you can set off. There are three scales of map which can be zoomed in or out of. The smallest scale is useful for negotiating small gaps in the land, whilst the largest helps for planning longer term. The wreck you have chosen will be highlighted and you must steer your ship towards it.

Assuming you get there in one piece, you can go into exploratory mode. This lets you send your divers down to the wreck. They can either search for objects or map out the floor. This section of the game takes a very long time and rightly so. The divers need to rest when they've returned to the surface. This is to avoid getting the bends (oo-er!)

Once you've found the wreck, mapped it out and perhaps found some treasure, you can return to port. The success of your mission is reflected in the increase in your reputation. The better the mission the greater your reputation. Thus it becomes easier to raise a grant and so on.

Hope the Titanic is a great game. Its long term challenge makes it a sure bet hit for strategists or potential entrepreneurs. After practice you may wish to go for the Titanic. Wheee! Fame, fortune and glory. Yum. Buy it. ACC

NOW AVAILABLE ON COMMODORE C64

THERE WILL BE MOMENTS WHEN YOU'LL WISH YOU HADN'T TAKEN OFF!

[illegible] for action as my F-16 leaves the runway. This [illegible] my mission is to destroy a battalion of tanks. Suddenly threat warning – interceptors closing fast! I quickly select dogfight mode and arm a Sidewinder. We both fire at the same time – chaff and a high-g turn out manoeuvres his missile. A loud explosion tells me he's not so lucky.

F-16 COMBAT PILOT

[illegible] I fire six missiles in quick succession [illegible] locking on to each tank. With flak bursting around me I dive for cover and head for home. Approaching base, I contact the tower and request a talkdown for my night landing.

Order your F-16 Combat Pilot now, simply telephone 0276 684959 quoting VISA or ACCESS credit card number, name and address.

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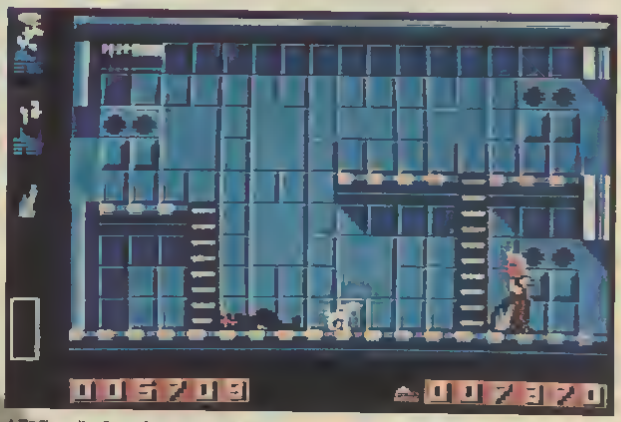
TIN TIN ON THE MOON

What can a little boy and a dog do in deep space together? Go take a cold shower and wash your brains out with soap this is a family adventure Tin Tin the ex-National Front member is aiming for the [illegible] and only some [illegible]y gameplay and the [illegible]rdly Colonel Boris [illegible] between him and [illegible]ccess

After a brief countdown [illegible]lemished by any of [illegible]ndard computer [illegible] and bad weather) [illegible] ship launches and the [illegible]venture begins There [illegible] five sections to complete [illegible] landing on the [illegible] unf[illegible] [illegible]ve se[illegible] the same tw[illegible]

[illegible] [illegible]o-game sees [illegible] intrepid [illegible]plus gang [illegible]keting [illegible] [illegible]eir shiny [illegible] [illegible]s you [illegible]

Supplier: Infogrames
Price: £9.99 Cass £14.99 Disk

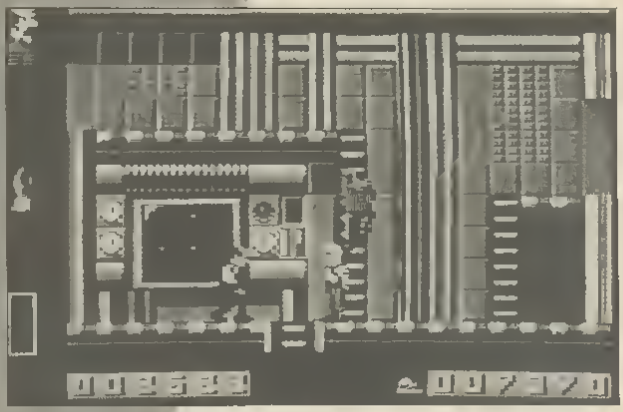


▲Tin Tin [illegible]alks Super Quiff Extraordinaire!

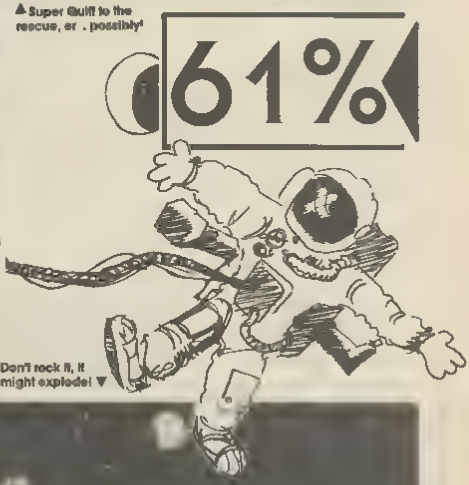
void your energy [illegible] at an alarming rate. The only way to maintain and/or increase your energy level is to collide with the mysterious yellow spheres which hurtle towards you. To complete this level you must collect a set number of the equally mysterious red spheres which behave in a similar manner to the yellow ones. To complicate the otherwise easy task the spheres are interspersed with a variety of coloured asteroids. Hit one of these and your ship tumbles out of control for a brief period and a sizeable chunk of your energy is depleted.

Collecting enough energy is vital to your success for in the second sub-game your energy still decreases but there is no means of collecting more. In the second sub-game you find yourself inside the ship. Here you must locate and revive your colleagues, fight fires and defuse bombs planted by the Colonel Bons. To achieve these tasks you dash from room to room, up ladders and along platforms. Your friends are found lying on the floor running over them revives them. To defuse a bomb you run over it and [illegible] bomb. The fires you must locate the fire extinguisher and blast the flames. In some rooms you find bombs and fires on unreachable platforms. To reach the unreachable you hit F1 and the computer turns off the gravity when [illegible] you no longer hit F1 again and you plummet downwards hopefully to success. Before you can complete this level and resume your journey you must locate Colonel Bons and acquaint him with the extinguisher rendering him unconscious. As you progress through the five levels the ship interior increases in size. This larger area takes longer to explore and as a result you use more energy. There are two ways to lose energy rapidly in this sub-game. One is to fall and the other is to be on the receiving end of a laser blast from the Colonel.

The final section of the game is landing on the Moon. Through judicious use of the ships engines you can apply enough force to land you safely on the Moon. Your remaining fuel is converted into points and everybody (except Colonel Bons) lives happily ever after. This is not a bad game but the lack of variety and the uninspired sub-games make this one of the best avoided [illegible]

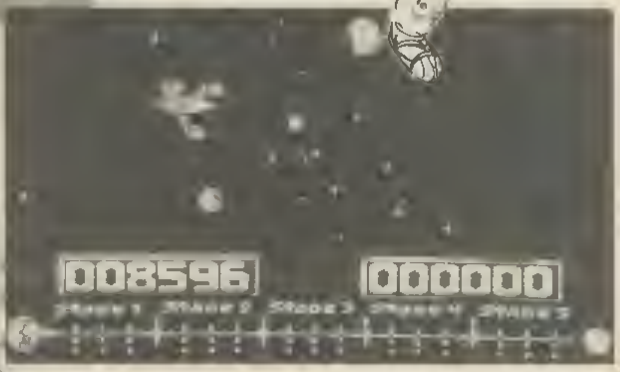


▲ Super Gulff to the rescue, er . . possibly!



61%

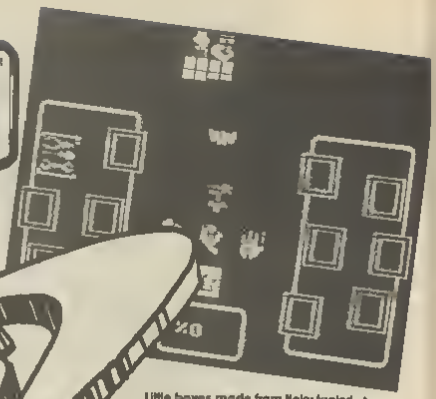
Don't rock it, it might explode! ▼



OCEAN

Supplier: OCEAN
Price: £14.99 (Cass)
£17.99 (Disk)

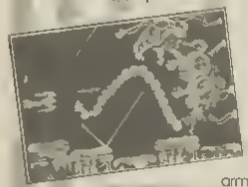
THE BIZ



Little boxes made from ticky tacky! ▲

The Biz is a compilation of six hit games That's the theory at least The games are Operation Wolf Double Dragon Batman (The Caped Crusader) and R Type, Two shoot em ups and two beat em ups

Big bad Bat thang! ▶



Possibly the most famous of these is R Type

R Type is a horizontally scrolling shoot em up It is very similar in style to the arcade hit Nemesis You control a ship flying over alien terrain Swarms of ships fly towards you unleashing deadly firepower Robots run across the landscape trying hard to destroy you One touch of the bombs the ships themselves or the landscape and it's curtains for you

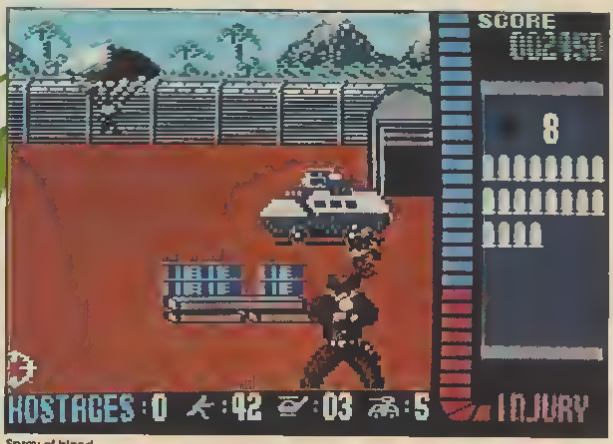
Luckily you're not defenceless You are armed with a forward firing cannon As you despatch the aliens they sometimes leave tokens behind. Pick these up and your power is increased

Some tokens merely provide extra firepower, others speed up the ship or act as a shield At the end of each level there is a huge monster This is very difficult to kill requiring many hits Should you die then you not only lose ground but all of your firepower

R Type still looks good and is playable today Having said that games have come a fair way since its release It looks a little dated but is still the best on this compilation

◀ Symbol of truth, justice and mass marketing!

Batman the Caped Crusader is an arcade adventure However there is more than a hint of a beat-em up feel to the game Batman is represented in cartoon style graphics He has two missions to complete These involve solving problems around the



Spray of blood, swathe of death ▼

▲ Gun toting flare wearer!

place. An item picked up can be used to solve a problem elsewhere.

The graphics are nicely done if a little chunky and uncolourful. Batman is nicely animated and punches especially well. The baddies are pretty nasty and will deplete Batman's energy on contact. Some shoot at him as well but luckily he can duck. Batman is the Caped Crusader in a nice little game. Again the game type is more than a little dated but the gameplay makes up for it.

Operation Wolf is another famous game. Roy Adams, intelligence hero, must infiltrate the enemy compound. He must gather information, rescue wrongs, wreak havoc, blow things up a lot. The enemy are a bit miffed about this though. They shoot at him, throw knives and grenades, deeply helicopters and tanks in the hope of stopping him.

Roy shouldn't be downhearted by all of this attention though. He has a nice big machine gun. This makes short work of the men. However he conserves his grenades for ranks and copters. It is some practice to complete the various levels. The game is at bellow a decent so it will have long lasting appeal. The graphics are chunky unfortunately but this doesn't detract from the a little dated.

Finally, the ladies from the Double Dragon. There no holds barred treat em to deal with who presumably (some sense and got early) has been kidnapped by the Shadow Boss The Lee brothers (Jimmy and Billy not Brucel) have to rescue.

Bill and Jim can combat the evil gang alone or as a team. Either way they are badly drawn and animated flickering ...ally. The moves ...erform seem quite limited although there are extra weapons that come in handy. This game is a little uninspiring. The graphics are distinctly not when someone ... over. It's hard to tell your enemy is doing a headbutt or is reeling from a dangerous blow.

Double Dragon is the least playable least impressive and least addictive of the four games. Don't play it wipe over it instead. However at fifteen of your hard earned quids. The Biz isn't at all bad. The best game is R-Type so unless you like shoot em ups steer clear. One for fans of arcade games only.

ACC

I bet he wears aftershave ▼

SPACE HARRIER

[illegible]

[illegible] (Disk)

The imaginatively titled Space Harrier II is the follow up to Space Harrier of all things. Yup, the classic flying and [illegible] blasting [illegible] up [illegible] F[illegible]lowing the arcade machine's success, this release is the official [illegible]ver[illegible]on. The [illegible]estion [illegible]eve[illegible] [illegible]e [illegible]lips [illegible] is it [illegible]od enough?

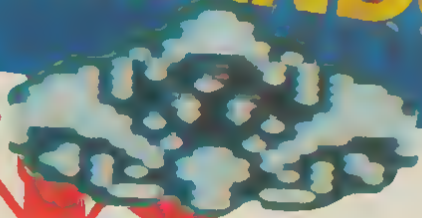
The answer is a [illegible]utious yes. The conversion runs at lightning speed on the 64. This is at least as fast as the arcade console. Objects fly towards y[illegible] quickly that y[illegible] can [illegible]y see [illegible]e be[illegible] [illegible]t them, or they [illegible]it you.

The scenario goes like this. The alien n[illegible]ties [illegible]ve [illegible]y [illegible]ded [illegible]v[illegible]re[illegible]y [illegible]f [illegible]w[illegible]. They [illegible]king at the possibility of Universal domination again. This seems to be what every self respecting a[illegible]en does on its bank holid[illegible]. However, as usual [illegible] been spotted by th[illegible] commission for stopping alien invasions. These bunch of kill joys don't want their planets invadi[illegible] so they've employed you to repell the usurpers.

Not being the stingy type they haven't sent you out unarmed. You've been

▲ "And fire spat out from his groin to smite the beasties from beyond!"

GRANDSLAM



74%

given a [illegible] of the [illegible] destructor [illegible] can deal a death [illegible] the hardiest [illegible] as handing out [illegible] lacerations [illegible] the extraterrestrial [illegible] the [illegible] above the plane [illegible]

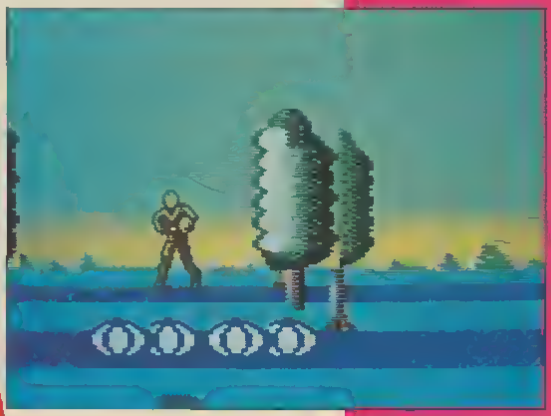
The [illegible] two basic forms [illegible] running. The flying [illegible] consist of [illegible] flying sau[illegible] multitude [illegible] [illegible] cysters, mushrooms and [illegible] [illegible] the [illegible] aren't [illegible] What will breaking [illegible] speed limits and weaving all over the place, static [illegible] a big problem [illegible] with trees, tele[illegible] or pylons is very damaging to health.

At the end of each of the two levels is the obligatory guardian. All twelve of these desputants are very large, very evil and very deadly. This makes [illegible] combatting them [illegible] hazardous. Any [illegible] levels can be played in any order, but all twelve must be negotiated in order to irradicate the threat. Once you've done that, you're up against the Shadow Harrier, an evil doppleganger of yourself. These aliens never give up it seems.

Space Harrier II is certainly a challenge to arcade freaks. The levels are increasingly difficult, no matter which order you play them in. The guardians are suitably big and nasty to give you some real hassles. This coupled with the speed of the game makes it a hard core blasting experience. There is a freaky soundtrack which bops along behind the game spurring you on to greater scores.

There is a bonus level after levels four and eight assuming you survive that [illegible]. On the whole the game [illegible] successful. However, the graphics are what I'd term as dodgy. They don't flicker and there's no doubting their speed, but they don't strike [illegible] as being well drawn [illegible] much of an improvement over the original. I'd recommend it if you [illegible] got twenty new [illegible] em ups. But if you've got the original look at the new game first before shelling out.

ACC



▲ Tall oaks from small acorns grow - blast the acorns and cut out the middle man!

bargain bucket

FRANKENSTEIN JNR.

Supplier: Cartoon Time
Price: £1.99

Frankenstein Jnr is an arcade adventure. Starring the son of your favourite monster you have to rebuild Frank Snr. He is scattered around the building (a creepy castle) and most of the doors are locked. Frankie must rush around getting the bits of his Dad and assemble them. All this time he is being chased by the varied ghosts and ghoulish monsters who destroyed his father.

Contact with the nasty undead reduces your energy. Should this reach zero his heart will stop and all is lost for Daddy. He must solve problems by using objects in true arcade adventure style. And all in the name of Paternal love.

Frankenstein Jnr is a bit of a sad effort. It looks a little jaded and dated, not surprising really. This type of game had I thought been buried forever.

But it's been resurrected by Cartoon Time. One for fans only.

ACC

62%

GRAND PRIX SIMULATOR 2

Supplier: Codemasters
Price: £1.99

Grand Prix 2 is the follow up to the successful game by the Oliver twins. It picks up where the original left off in terms of gameplay and is loosely based on the Sprint arcade games from Atari. The updated game features new tracks, a bonus time feature and three player option.

Unlike its predecessor in Grand Prix 2 the time left over on the previous track is added to your time for the next. This makes racing on the harder tracks slightly better. In order to qualify you'll have to come in the first three cars. Miss out and it's game over. There is a damage meter and should it reach maximum you're out.

And that's it. Not marvelously exciting but quite playable. The graphics are fairly nice but not spectacular. like the game really.

ACC

74%

BOING!

Supplier: Hi Power
Price: £2.99

Boing is a cheerful little chap. Bounce bounce bounce all day long. Unfortunately he spent all of his time bouncing when he was young. Thus he didn't learn to swim. So Boing has to negotiate the platforms and machines that make up the strange world he lives in.

Falling into the water is of course fatal. Boing's future security is somewhat lessened by contact with machinery too. And the flying aliens don't help much. Luckily Boing is armed with the latest shock proof bounce resistant laser. He can despatch the aliens with it to abandon.

Boing is a nice little game. It's almost inoffensive (unless you're an alien) and very cute. The graphics are nice and chunky looking and the music is pleasing to the ear. A good budget game. But very hard.

ACC

82%

Supplier: Codemasters
Price: £2.99

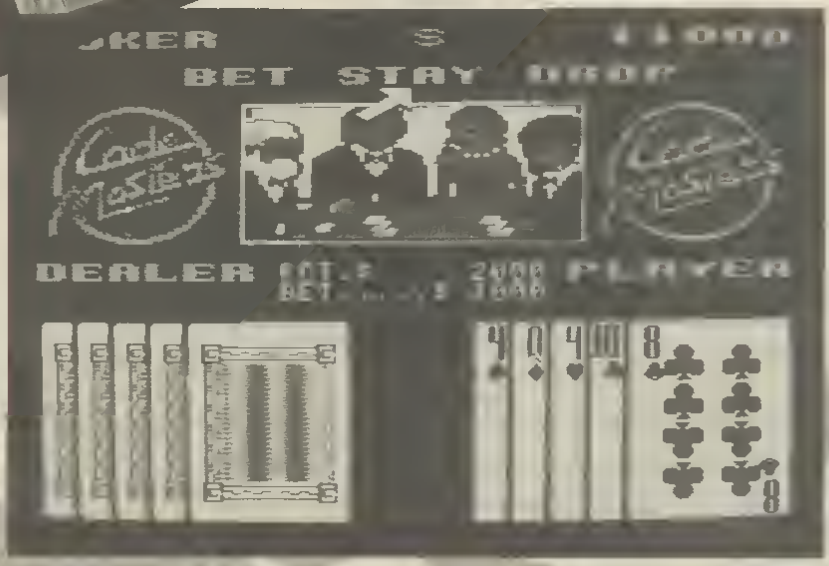
MONTE CARLO CASINO

Monte Carlo Casino is a nifty little gambler's paradise. It features five gambling games. They are roulette craps blackjack five card poker and a fruit machine. At the start of the game you have $10 000 to spend. The minimum stake in each game is $1 000. This includes the fruit machines!

The roulette is very well done. All of the features of the real thing are there including the more obscure bets. The wheel spins and each bet is shown again and whether it has won or lost. The poker plays a reasonable game but is not very exciting. Blackjack is okay but not brilliant. The craps is very dull and retains no resemblance of the real thrill. The fruit machine is quite nice but I would have like to have had a lower cost and lower payout option.

Overall this is quite a successful attempt at what is a dubious subject to convert to computer.

ACC



MIG 29 SOVIET FIGHTER

Supplier: Codemasters
Price: £1.99

68%

This somewhat dubiously titled little game is another Codemasters game with little original. Yes, this game is remarkably similar to the arcade hit Afterburner. You must avoid being hit running out of fuel or ammo. As well as machine guns you have air to air missiles, bombs and a nuclear warhead. This acts as a smart bomb which kills all the enemies on screen.

Up against you are helicopters, enemy planes and anti aircraft fire. Various [illegible] fall in to resupply your plane. These include fuel, ammo and bonus return. Miss any of them and your fear becomes far more difficult.

There are several levels to play through so you'll be kept busy for quite a while with this one. Another totally exciting game from Codemasters (yawn). It's about time they released something a little different.

ACC

MISADV

Greetings fellow kobold killers and welcome to another mix of your two favourite subjects trains and trolls Only one game reviewed this month but it s a pretty good one so dust the cobwebs away from the space between your ears and pay attention

Remember there is an award each month for the most pathetic letter received There is an old proverb that goes something like this Question What has an IQ of 144? Answer A gross of YC readers So why not put pen to paper and see if you can win the covered Dragon Bottom Biter of the month title

Dragon Wars

Following the tradition of Barbarians and Mercenaries the world over you are off in search of treasure Rumour has it that the land of Dilmun is a paradise The streets run with gold Your every wish is granted and no-one wants for anything be it boy/girl/llama/2-4 2 diesel engine (delete as required) Boy were you in for a surprise This is fairly obvious when you think about it It wouldn t be much of an adventure otherwise would it (apart from the llama - Ed)

Just as your barge is about to land you are boarded by city officials who promptly take every tenth person for the dock equivalent of Pedi Stripped naked together with into a slum

Obviously the first important with the discovery of knocked out Quicksilver to hide your shortcomings How do you intend then? Equipping in your capturing all of (already to the edge never went amiss) Quite equipped you Decide to Quicksilver your revenge and to discover who the culprit is Dilmun is someone with Nomtar

The game is written by people who wrote the Ultima tales series and indeed you can transfer over characters from Ultima IV albeit in a modified form There are however important differences not least in that a lot of the best ideas from another RPG viz Wasteland have also been included

Character design is straightforward Only humans are allowed and you distribute a set number of points between strength dexterity intelligence spirit and health In addition each of your characters can train in a range of skills The key to the game is to have a good blend of skills across the party No one character can do everything Typical skills include all the different weapon groups bandage climb swim pick locks various types of lore bribing officials and magical skills As you became more experienced so you can either learn new skills or improve your existing ones

Magic is interesting as it has been banned throughout the land There are four types of spell casting low magic that everyone has to learn high magic, sun magic and druid magic Even though you have learned the skill doesn t mean that you can cast spells All magic users have been forced underground and have taken their spells with them so that you must find a scroll with the spell on it before you can use it

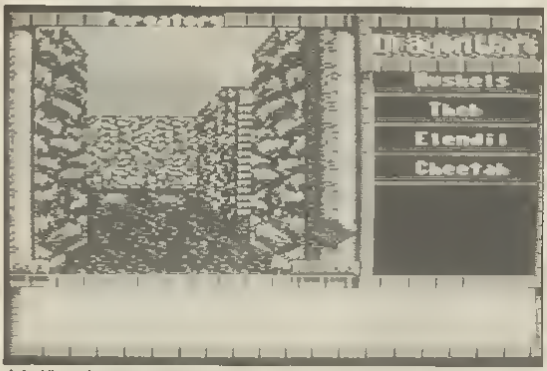
The basic combat system will be familiar to anyone who has played Ultima IV Groups of monsters appear at various distances and you can select a range use an item cast a spell or run should you feel far outmatched There is a set up which gives you a few more options to play with

Up to three extra characters can join your party These can be creatures summoned by your or fellow adventurers who are prepared to join your cause

Throughout the game you are presented with certain numbered paragraphs that detail certain events or add extra detail to the descriptions

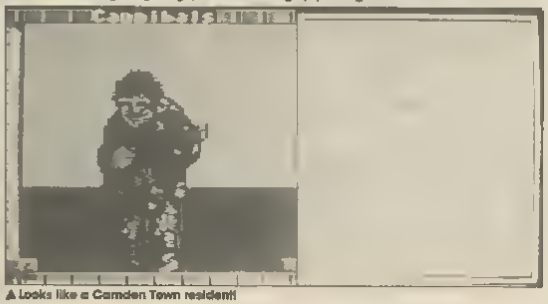
Finally and possibly the most useful feature within the game is the automap routine No more getting cross and screwing up sheets of graph paper when your tunnels don t meet One important effect of having the map drawn for you is that you can see where you haven t yet been It is vital that you move over every single square in the game

VENTURES



▲ And the walls came tumbling down!

▲ What's purple, got eight legs, and is crawling up your leg?



▲ Looks like a Camden Town resident!

Dragon Wars is an excellent game and one that I strongly recommend The use of skills within the game adds an extra dimension to the traditional hack and slash routines and the story line flows a lot better than the original Bard's Tale series

Dear Mr Barbarian

I think that your column is great and that you are the best thing to happen to adventures since the Flying Scotsman was taken out of service

Peter Maxen Plymouth

Dear Peter

Shut up you sycophantic little git Crawling like that is one sure way not to become DBBOTM Do I have to spell it out Only bribery works

Dear Sir

Barbarians are renowned for having more brawn than brain Train spotters feature in the evolutionary scale somewhere just above slugs Yet some of your writing seems to involve a modicum of grey cells How do you explain this apparent paradox?

Dave Poggridge Bury St Edmunds

Dear Dave

Consider the following

1 All rules have exceptions
2 Statement one is a rule
3 Therefore statement one much have an exception
4 Therefore all rules do not have exceptions

Does that simplify things for you? Good because I expect a two page discussion by you for the next issue Alternatively, write an essay in my top ten train numbers and why This sort of banality is certainly a worthy winner of Dragon Bottom Biter of the Month

Dear Sir or Madam

I have just read the so-called drivel that you now call an adventure column and I have just one question why?

Squiggle Coventry

Dear Squiggle

Sorry I can't be more polite but I can't read your signature The answer is simple Because

That's all for this month May you never see the inside of a purple worm

VDUS. THE TRUTH

The express train of technology thunders ever onwards to the station of the future with half of us clinging onto the sides trying not to fall off and the other half running behind attempting to keep up

Things move so fast that people don't really consider a product's disadvantages before it's out on the streets and being used by you or I This can be said about the thing we all take for granted when using a computer the screen

Using a home computer such as the Commodore 64 means there are any number of screen types that can be used- Televisions are the most common and Monitors for those with a little bit more cash (lucky dogs)

Monitors are quite similar too if not the same as the VDUs used in offices which have been accused of causing a number of problems including stress reproductive difficulties for women eyesight problems and headaches This is all because the humble VDU kicks out one hell of a load of waves (although surfing on these ones could be a no-no)

We've got Soft x-rays nobody really knows what x rays do

10 WAYS YOUR COMMODORE *COULD* KILL YOU...

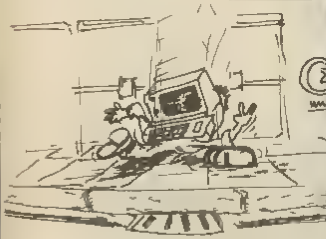
1 The computer could fall on you (from about 100 feet)
2 The Monitor/TV could fall on you
3 The Monitor/TV could explode
4 The computer could explode
5 You could explode
6 The keyboard could become live and electrocute you
7 Aliens could land seeking homicidal revenge for the deaths of their friends in all those shoot-em ups
8 You could play with it in the bath and get electrocuted
9 Through playing a game about the occult you could become horribly obsessed and sacrifice yourself at Midnight
10 You could play US Gold's *original* OutRun and die laughing (or crying)

10 THINGS MORE DANGEROUS THAN YOUR COMMODORE MONITOR/TV...

1 Cars
2 Meteorites
3 Lightning
4 Street violence
5 Sunbeds
6 Sharks
7 Chainsaws
8 Tube lines
9 Lions
10 Accountants

[illegible] fighting is considerably more [illegible] than VDUs

[illegible] about to find out why!



to people although it is generally agreed that too much of them is dangerous... Ultra violet radiation has been known to cause skin cancer (as in hot countries and those with a hole in the ozone layer) Infra-red heat can cause drowsiness or irritability Microwaves (yes! as in ovens!) are known to be a bit dodgy again there's no conclusive proof and finally radio-frequency radiation which all appliances kick out as well as high-voltage power lines People living near such lines can suffer from problems like depression and a greater chance of cancer or general illness

Now you're probably asking yourselves how does this affect me with my Commodore 64 and my colour TV Well the only problem could be your eyesight although Dr Robert Linsky an Optician says "There's no sign of harm being done by computer screens People get tired eyes maybe headaches a feeling of dryness... it's not a natural task He concludes. "there's very little you can do to damage your vision Of course all these problems arise from spending *too much* time using your computer There is a world out there to be discovered which *can* be as enjoyable as blasting aliens films videos skateboarding live music, massive parties (and we're not talking jelly and ice cream) and poisoning pigeons (in the park)

The upshot of it all seems to be that there's no real danger as long as you're not mega-obsessive about it! Yea! Pass the joystick!

It's not as harmful to the eyes though!

CABBAGES AND KINGS

Having saved itself from impending bankruptcy disaster and Emlyn Hughes Audiogenic is now a prolific software house again It is now a one-man ownership as opposed to a three-man when Supersoft stepped in That man is Peter Calver He told YC that the company is starting a new policy

'We re aiming to produce games that don t alienate anybody No matter who you are young or old male or female we want you to be able to associate with and play our games We've scrapped several projects in the past because they haven t worked out as we d hoped If we don t think a game is good then how can anyone else?'

It is looking at producing games which have gameplay are fun and not over complex. The first of these is Emlyn Hughes Arcade Quiz which emulates a pub style quiz game, right down to the payout sequence Personally I feel that in the pubs it's usually a bunch of half cut blokes who bellow loudly at each other that play these things. So how are Grannies and little sisters going to find it? Time will tell

Also still under development is the Lone Wolf licence This is about as new as sliced bread but the game will eventually appear Don't hold your breath though!

AUDIOGENIC: A POTTED HISTORY

Audiogenic in its current form has been operating since 1985 However its roots are really far further back than that Digging around its ancestory revealed a few creepy-crawlies Are you sitting comfortably? Too bad

1978 Supersoft is born In those days it was as alive as a cross between a spider and a sixteen ton weight By now Audiogenic was operating as a duplication company

1979 Audiogenic began duplicating computer software Supersoft was well being Supersoft

1981 Audiogenic decided to distribute American software This brings it to the conclusion that software is a good thing to be in

1982 It released Spiders of Mars. Wow someone get the bug spray

1983 Grandmaster Chess was Audiogenic s masterpiece this year It beat all comers out of sight in an early computer chess competition Supersoft became a full time concern instead of an Attic Attack company

1984 Depsite rumours of financial trouble Audiogenic released Graham Gooch s Test Cricket which was one of the best cricket games in computing history Also came Aloe in Videoland an early attempt at a Cinemaware style game Audiogenic went to court over problems regarding Koala Pad distribution

1985. Audiogenic started to listen to the rumours about its bankruptcy It gets bought out by Supersoft and the new Audiogenic is born becoming more or less a BBC/ Electron company

1987 Audiogenic releases that the 16-bit market looks promising So it releases Impact, and sells tonnes of

Audiogenic

◀ Our house, in the middle of our street? Our house, is our castle and our keep!

copies on the 16-bit machines alone (quite an achievement then) Development began on a new project involving an unknown called Emlyn Hughes

1988 Helter Skelter was released Not so successful EH Soccer continued

1989- Emlyn was unleashed on an unsuspecting world It's phenomenly successful and gets converted across all formats

PERSONALITY PROFILE

Name Peter Calver
Position Managing Director
Date of Birth 'A long time ago
Car(s) owned. Toyota MR2
Computer(s) owned C128
Favourite Computer Commodore Pet
Favourite Computer Game Spiders of Mars
Favourite Food Liver and Bacon
Favourite Footy Team West Ham Utd
Favourite Record Heard it through the Grapevine Marvin Gaye

▲ Dashing beefy hunk Peter Calver!

Favourite Film Hellzapoppin
Favourite Book The Leadership Secrets of Attila the Hun
Favourite Item of Clothing A picasso/docklands style tie

Favourite Type of Fish Shark
Favourite Computer Mag Called 'YC' Never heard of it'
Likes Real Ale Tall Women 60's Music Honest People Addictive Games (They'll be pleased!)
Dislikes Unimaginative People Bad Adverts People who break promises
Most Humorous/Embarrasing Moment in your Life 'When my accent was ridiculed in a rather posh school

PERSONALITY PROFILE

Name Beverly Gardner
Position PR & Marketing Executive
Date of Birth 11/09/64
Car(s) Owned Renault 5 called Jeremy
Computer(s) Owned Atari ST
Favourite Computer Atari ST
Favourite Computer Game Impact
Favourite Food Ready Brek
Favourite Footy Team Northampton Town the Cobblers
Favourite Record Forest - The Cure
Favourite Film Back To The Future
Favourite Book Jane Eyre
Favourite Item of Clothing Pink Pyjamas
Favourite Type of Fish Tuna
Favourite Computer Mag Called 'YC' Can i have a front cover?
Likes Sleeping Talking to Journos Tom Cruise Vodka Tall Men Being Different
Dislikes Press Cutting Getting Up Early Crash Meat Bros Conforming
Most Humorous/Embarrassing Moment In your Life Falling down the stairs in the same pub on two different nights BEFORE I've had a drink!

▲ Beautiful belle Beverly reading some truly funky literature

PERSONALITY PROFILE

Name Gary Sheinwold
Position Development Manager
Date of Birth 25/2/66
Car(s) Owned Triumph Spitfire Ford Escort Ford Sierra
Computer(s) Owned Apple Mac, Atari ST BBC Atom 286 UK101
Favourite Computer Apple Mac
Favourite Computer Game Frakl and Starglider II
Favourite Food Pizza
Favourite Footy Team Folkford Utd
Favourite Record Rhapsody in Blue Gershwin and I'm The King of the Swingers Jungle Book
Favourite Film The Blues Brothers
Favourite Book Where's Spot?
Favourite Item of Clothing Santa and Reindder Boxer Shorts
Favourite Type of Fish Eric the Halibut
Favourite Computer Mag Called 'YC' Yellow Condom
Likes- Cars Cars Women Cars Comedy Josie Lawrence Black (the colour)
Dislikes Racism Religious Cults Apartheid American English
Most Humorous/Embarrassing Moment In Your Life Tipping a bowl of custard over myself to see the number on the bottom

Audiogenic

▼ Gary the mutated Development Manager - Metermouth Megastar

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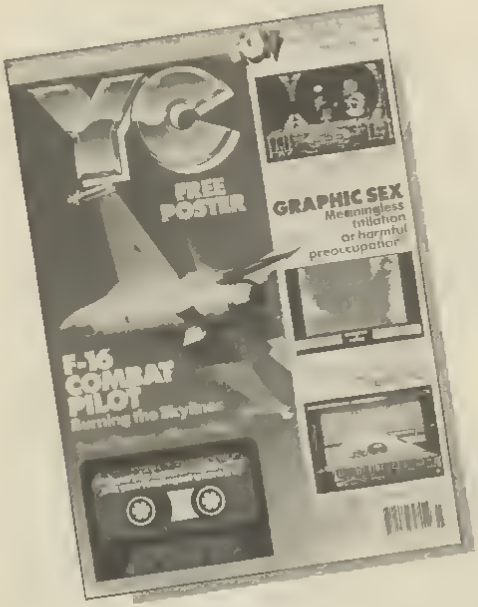

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HACKATAK

WITH KIRK RUTTER

Stuck on the latest games? Well you've turned to the right column. This month we have a Ghosts 'n Ghauls map plus tips. Every secret coin, door and room revealed in Super Wonderboy and, well see for yourself...

GHOULS 'N' GHOSTS

U.S Gold

LEVEL 1

The third chest (c2 on the map) is a magic chest and will only appear if you climb the ladder just to the left then jump from the edge of the ledge (to the right) as far as you can. Ignore all the chests marked C or you'll have to duck down for a while. The windspouts can be killed when they stop spinning. The sixth chest will appear when you jump onto the next ledge. The best weapon to kill the Gate-keeper is the blue firebomb.

LEVEL 2

The best weapon for this level is the flying saucer. Don't bother about crossing the bridges as you'll only land on the slug when it breaks much better just running down the slope and jumping the slug. The Snake's venom balls seem to have no effect on Sir Lancealittle(!).

LEVEL 3

Level three is easy! Just watch out for the knights at the start, blast 'em before they can move. Openings appear to the left of the screen, take them as soon as possible to avoid the puffa fish. The end of level monster can only be killed if shot in its eye, use the Blue-FireBomb. Only half of level three is mapped, you'll see why when you get there.

LEVEL 4

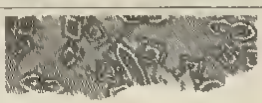
The problem in this level is getting down the pipes. To stop slipping pull the joystick diagonally down (right) and don't let the hands take you by surprise, also watch out for snakes. The end guardian is easy to kill. He has five hearts, just stand over a heart and when it starts to beat zap it. Do this quickly or maggots start to appear.

Level 5

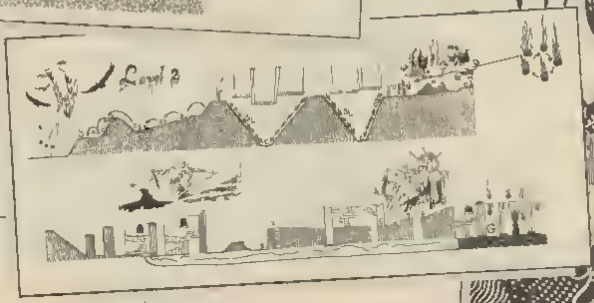
The only real problems on this level are the Fat Cats. The best way to kill the first one is to use the blue FireBomb special weapon, if you don't have it let Lancealittle touch a nastie, he will loose his armour but will gain a few seconds of invincibility. Use this to get past the cat. The second cat is slightly easier whilst standing at a distance just blast his fireballs, it kills him just the same.

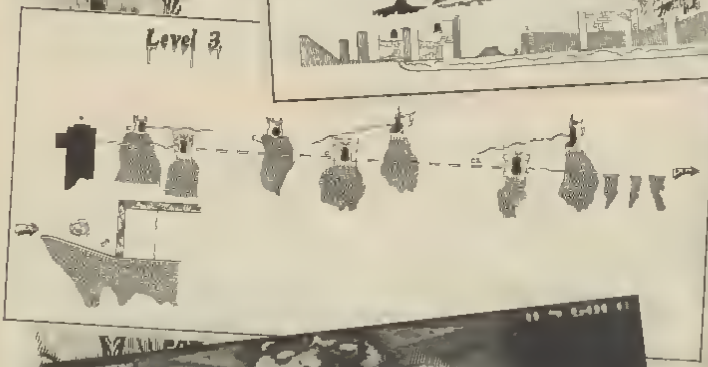
GAME KEY:

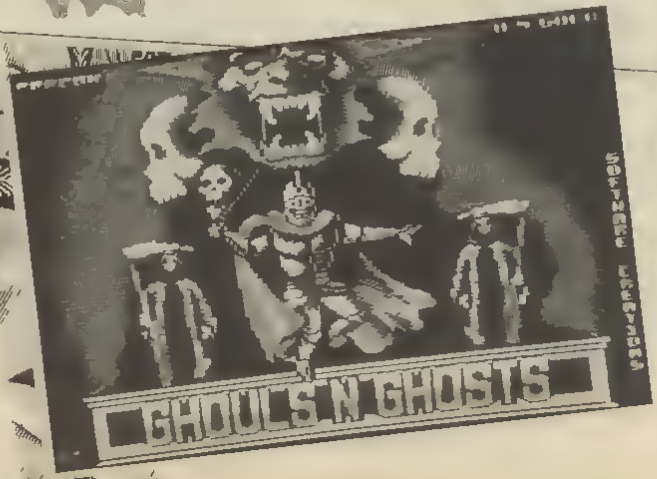
M = MARKER
S = START
G = GATEKEEPER
C2 = MAGIC CHEST
C = DUCK SPELL CHEST
SP = SPITTING PLANT
V = VULTURE
BS = BOUNCING SKULL
SL = SLUG
D = DEMON
S = SNAKE
H = HAND
MA = MAGGOTS
FC = FAT CAT
F = FIRE BALL
P = PIG



Level 1


Level 2


Level 3


GHOULS'N GHOSTS

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TURBO This feature will add Turbo Reload to the programs that you save to tape - no user knowledge required!

FAST FORMAT Rapid disk formatter - takes just 20 seconds to format a complete disk - many times faster than Commodore!

PRINTER DUMP Print out your frozen screens to printer. MPS 801 803 Epson compatible etc. Many modes.

CENTRONICS INTERFACE For parallel printers Star Epson etc. Print out listings with [illegible] Cable [illegible] £12.99!

SCREEN EDITOR Now you can edit the entire frozen screen with this text editor - change names on high scores etc. Great fun!

EXTENDED TOOLKIT Many single stroke commands for Load Save Dir etc. Plus range of extra commands for Renumber Old Delete Merge etc

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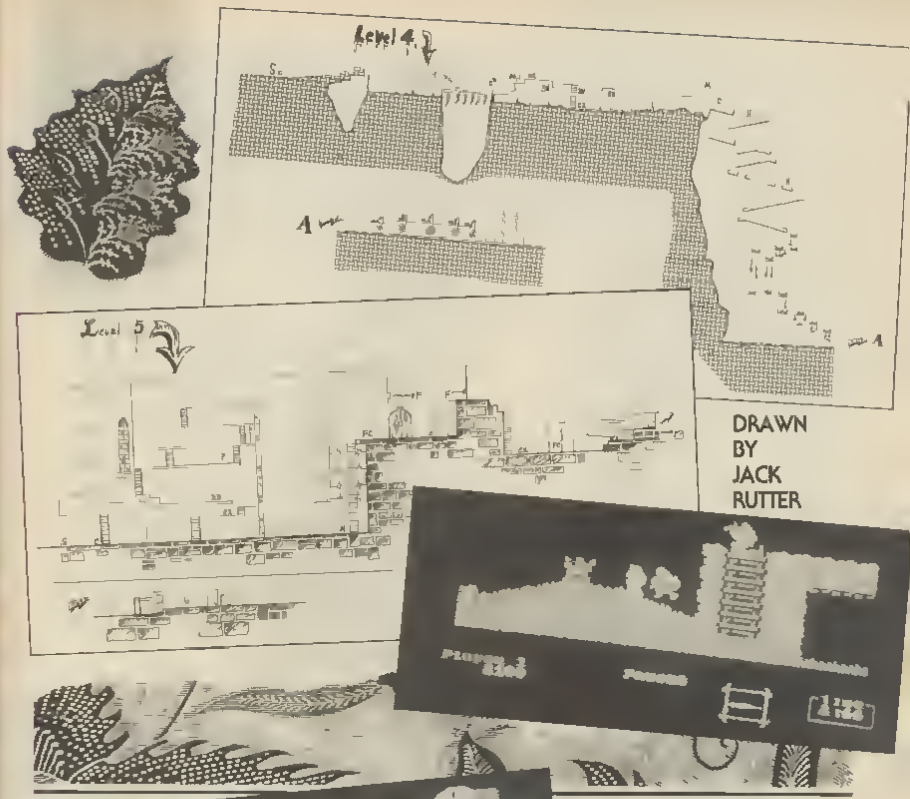


DRAWN BY JACK RUTTER

GHOSTBUSTERS II

The instructions don t help much perhaps these quick tips will?

Level 2 – Don t worry about wasting bullets there s plenty of slime about When the ghosts appear shoot all but one and send the New Yorkers to collect the slime bring them back to the statue of liberty straight away Time is of the essence so shoot large ghosts as quickly as you can outafire is best

Level 3 Select the slime gun and charge at Janosz firing like mad Don t worry about keeping the distance between you as time is so short Every time you hit Janosz he will freeze use this to your advantage and line yourself up with him (firing all the time) Once Janosz has but the dust Viga the Carpathian will step out of the painting He must be killed with the photon lazer gun (apply the same methods used to destroy Janosz) but watch out for Viga s electric vision Rescue Oscar and watch the end game screen nuff said

GEMINI WING

Having trouble getting to the higher levels? Press P on the title screen then enter one of the following passwords

Level 2 MR WIMPEY
Level 3 CLASSICS
Level 4 WHIZZKID
Level 5 GUNSHOTS
Level 6 DOODGUYZ
Level 7 D GIBSON

MR. HELI

MR. HELI

Troubled souls wishing to get further in this average shoot-em-up should enter these passwords.

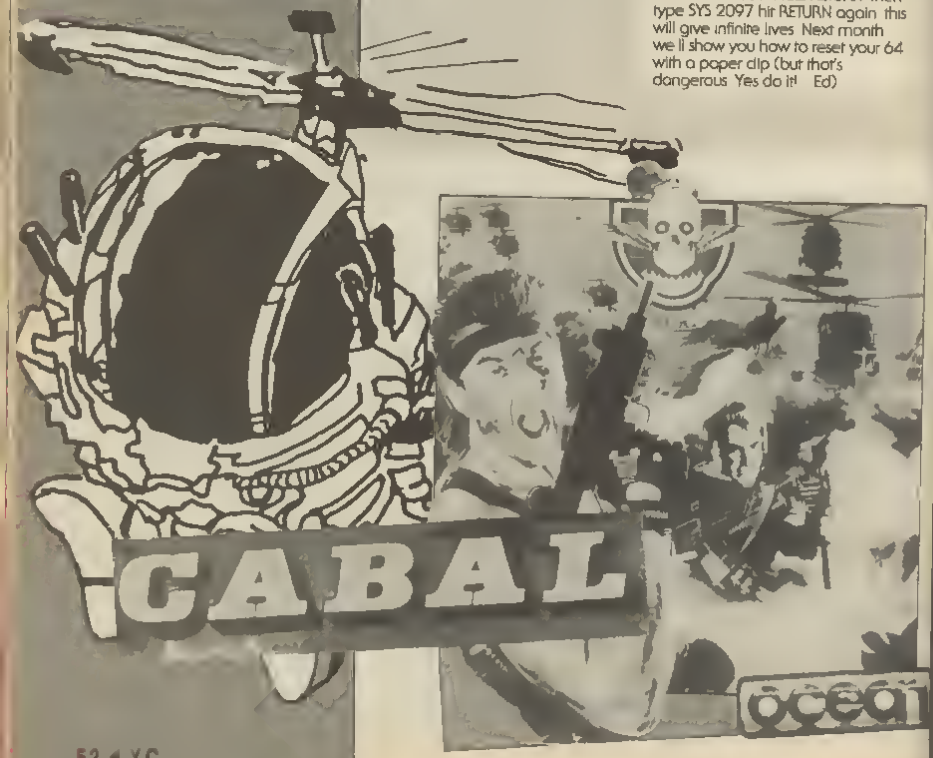
Level 2 – CAAHIBEAAMLLLLJCBKBT
Level 3 – DAAJDFIAAMLLLLJDBKCW

CABAL

Ocean

Yes I know we looked at this last issue This issue however we have a poke

Load the game reset it and type POKE 9905 189 Press RETURN then type SYS 2097 hit RETURN again this will give infinite lives Next month we ll show you how to reset your 64 with a paper clip (but that's dangerous Yes do it! Ed)



WONDER BOY!
RULE'S OK

WONDERBOY

Activision

LEVEL 1
Enter the first door to get the sword Jump onto the lift then jump left onto the cabin roof now jump up to receive extra gold For bonus time stop just left of the fence

LEVEL 2
The first door you come to is a shop selling boots ignore it The second door is a bar walk past it The third door is a shield shop (shay that again! ED) enter here and buy a light shield Run and jump off the ledge to reveal a bag of gold Enter the forth door and buy bombs

LEVEL 2.1
Jump from the top step for extra gold Go right until you come to a lava pit Jump up to the [illegible] platform and stop OH! will appear on the screen Hit the spacebar to knock on the wall and a hidden door will open Inside an old lady gives you a letter to deliver Carry on walking right and you will come to another door Jump onto the cabin roof and move to the far left jump up a few times for extra gold go down and enter the door Use your bombs on the Vampire Lord Keep going right to exit

LEVEL 2 2
Go right jumping on the platforms from the forth platform jump right (into the gap) and enter the first door buy leather boots The second door sells cures On your way out jump on the first step for extra gold

LEVEL 3
Dead easy this level keep going left and jump on the first step for extra gold

LEVEL 3 1
Go left climb the ladder The first door you see is a bar go right and up the two ladders Jump left and buy fireballs For extra gold jump onto the [illegible] sticking out of the wall (far right) and jump in the [illegible] When you get the to stop [illegible] at the last one [illegible] your glass to appear There is another hidden door in this level wait until "OH!" appears then knock on the wall

LEVEL 3 2
Too easy for words

LEVEL 4
Jump at the second Pine Tree for extra gold Carry on left

LEVEL 4.1
This is the coastal town that the old lady told you about The first door is the armour shop the second door sells cures Enter the third door and buy a cocktail Climb up the ladder to the left and kill the monster The door above the ladder sells shields next to this is a window Knock on the window and an old lady will take the letter and give you a flute Go left and fall into the sea Jump onto the island and carry on walking left Fall off the cliff again and kill the bouncing monster Keep going left to enter a secret room Jump left and enter the door buy lightning then go right to exit Once back on dry land walk left and enter the first door This is the dragon's lair line yourself up with the red jewel the dragon can't hurt you here Get the key and exit left

LEVEL 5
Walk left ignore the first door, it's a bar Climb the steps and jump down the centre of the well

LEVEL 5 1
Make your way right killing snow monsters and bats and after a while "OH!" will appear on the screen Making sure you have not stepped off the ledge knock on the wall You now have to face Giant Kong kill him and the power-sword is yours Go right until you come to a door jump onto the cabin roof line yourself up with the door and jump Jump down and enter the door and buy the cheap armour Go right to exit

LEVEL 5 2
The first door is a bar walk right until you fall into a hole Kill all the bats to the left (until you get the key) and exit via the platforms [illegible] above ground [illegible] on going right stop at the [illegible] line yourself up with [illegible] jump for extra gold [illegible] right to exit

LEVEL 6
Easy level this Just keep going right Ignoring the Deaths Oh try not to fall as the ground is covered with spikes

LEVEL 7.2
Go left until you come to the Red Knight kill him and drop off the ledge Jump onto the floating platform and when it reaches its highest peak, hit the spacebar Go left kill the fireball jump onto the first step and then jump up to reveal a heart grab it and carry on left

LEVEL 7.3
Back where we started! go left enter the first door, kill the red knight and carry on going left to exit this level

LEVEL 8
Make your way right using the platforms The first door is a shield shop carry on right, the second door is a bar enter and buy a cocktail Enter the third door (above the second door) and buy lightning Carry on going right enter the cave

LEVEL 8 1
This is quite a tricky level just make your way downwards (keeping to the right) but beware the lava pit at the very bottom

LEVEL 8.2
Go right (try using the clouds to avoid monsters) until you come to a door Enter the door kill the demon (he s easy) and exit to the right

LEVEL 9
Easy just keep going left

LEVEL 9.1
This is the same as level 9 with a few extra monsters enter the first door kill Snow Kong and exit left

LEVEL 10
Go right enter the first door and buy a cocktail Kill the two plants above the door line yourself up with the door and wait (about 2 seconds) to receive extra gold Go right and fall into the sea walk right until you fall into a hole Jump to the left and enter the door buy what you need

LEVEL 6 1
Go right jump the gap carry on right and jump the gap Kill the green snake and enter the door buy armour and walk left (fall off the ledge) Carry on to the left jump the gap and kill the three snakes Keep going until OH! appears knock on the wall buy the cheapest book Go right and fall down the gap Jump the gap to the right and again OH! will appear knock on the wall and buy a cocktail Jump the top to the left walk left and fall off the ledge Walk right until you come to some platforms Jump up and enter the first door The best way to kill this ugly mutha is by trapping him in the corner and stabbing the hell out of him your shield will protect you from thunder bolts Enter the second door to leave this level

LEVEL 7
Ignore the first door (it's a boot shop) and enter the second, by some revival medicine If you already have medicine ignore the second door Enter the third door and buy a cocktail. Go right, the fourth door sells cures. The fifth door is the gold collector's den, kill him for gold and a powerful sword. Enter the sixth door and a kind chicken will tell you to go west Keep going left until you come to a floating platform jump onto it The platform hurls you into the air and you are now above the clouds Make your way right using the clouds as platforms. Each cloud yields a bag of gold which should appear as you jump on it, if nothing happens try walking about The last cloud has four bags of gold. When you can go right no further take a running jump down

LEVEL 7 1
Go right ignoring the first door until you come to a very tall ladder Climb the ladder and WonderBoy will play the flute you can now enter the door to the right and go right On the third step just before the exit jump and you ll be rewarded with some gold

LEVEL 10 1
This is the same as level 5 1 with added nasties Go right until you come to a lava pit jump over this using the platforms When you come to the second lava pit just fall off the ledge (do not jump) to enter a secret room which is the same as level 8 1

LEVEL 10.2
Go right enter the first door and buy a cocktail Go right and enter the second door buy the Knight Armour Kill the Red Knight and carry on going right Enter the third door and the nasty from level 6 1 makes a cameo appearance Kill him using the same methods as before Ignore the forth door and enter the fifth to exit

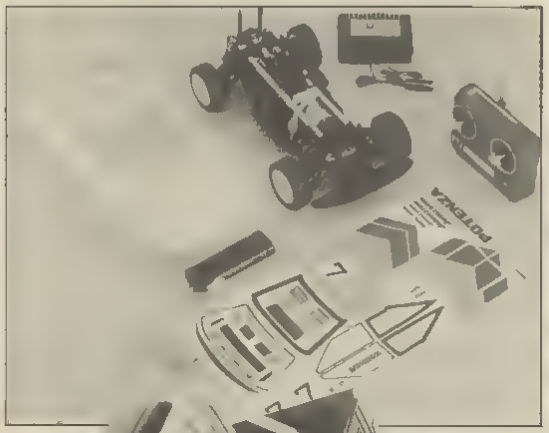
LEVEL 11
Getting very close now perhaps you can manage the level alone One quick tip though the dragon s floor is paved with gold

LEVEL 11 1
This is it mate There is only one door on this level and we all know what's behind that! You don t stand much of a chance against the Meka dragon unless you have power weapons like bombs lightning or fireballs Kill the dragon and watch the rather dissapointing end-of-game screen

That's it for this month people Like I say each month if you can supply tips for (fairly) recent games then send them in to me

Kirky Baby
YC
Argus House
Boundary Way,
Hemel Hempstead
HP2 7ST

BUGGY BOY



▲ What a big, funky machine!

Alan Harman grooves with his gearbox and twiddles his knobs

So you've shown the world that you are the next Ayrton Senna by blasting the all time high score on the latest version of Out run – so what's next. For most of us the expense of real motor racing is a hurdle far too high to climb and our illusions of becoming a Champion fall onto the video screen – but is that where they should go?

Radio Control Model Car Racing is one of the Uk's fastest growing hobbies – and with companies like Tamiya producing easy to build relatively cheap models capable of scale speeds of up to 400mph it's easy to see why.

WHAT'S IT ALL ABOUT

By far the most popular form of R/C car racing is 1/10th off road. These cars come in either two or four wheel drive and are powered by six 1.2 volt rechargeable batteries driving electric motors. The cars have sophisticated suspension including oil filled dampers and adjustable springing. The cars are capable of speeds of up to 40mph (over 400mph scale speed!).

Most of these off road buggies come as a kit of parts. The car needs to be assembled, a radio control system purchased and installed and you're virtually off. On a national level there's approximately 500 clubs in the UK which regularly hold race meetings on Sundays. The tracks usually consist of a mixture of surfaces including dust, tarmac and grass and usually include jumps, ramps, and obstacles.

Although a healthy amount of racing takes place, by far the most pleasure is gained from the 4 million non-racing car owners. From this figure it's easy to see that most 'racing' is carried out in the back garden or down the local park!

HOW FAR CAN YOU GO?

By no means does it end there R/C car racing is big business! Both World and European Championships are held annually capturing the attendance of the major manufacturers along with their full time paid drivers

The sport has World European and British governing bodies which sanction rules and meetings and work towards making R/C car racing more popular

WHERE TO START

Well now you're interested there's various ways to start out The British Radio Car Association looks after the sport here in the UK – and they can give you local club names rules and dates of meetings

Of course the best way to find out about the sport is to buy a magazine! **Radio Control Model Cars Magazine** features the latest releases as well as lots of useful hints and tips for beginners and is published as is YC, by ASP in Hemel Hempstead

YOUR FIRST CAR

Wherever you start out you're bound to have a lot of fun Tamiya and Kyosho are the two major manufacturers and they produce a whole range of cars from ready built ready to go models from £100 right up to sophisticated racing machines for as much as £1000 The best advice is to go to your local model shop have a look at what's in your price range and even pop along to your local club Watch out though R/C car racing is addictive and can seriously damage your wallet!

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Useful Addresses

BRCA (British Radio Control Car Association)
Alan Harman
Argus House
Boundary Way
Hemel Hempstead
Herts HP2 7St

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Hemel Hempstead
Herts HP2 7St

Richard Khonstams Ltd (Tamiya Importers)
13-15a Old High St
Hemel Hempstead
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0442 61721

FLAME HEAD
BY RIK HENDERSON
WIV THANX TO AUDIOGENIC
I'M BLOODY LATE, ME!
WHITE RABBIT
MEANWHILE...
THE AMAZING GURU OF TRIVIA
COO, I WONDER WHAT'S DOWN THIS 'OLE!
SOMEFING TELLS ME HE'S ABOUT TO FIND OUT!
SPANK
OOOPS!
THIS DON'T 'ALF REMIND ME OF DAT BOOK. I HOPE DERE'S A SOFT...
THWUMP
WHAT IS THE SQUARE ROOT OF FOUR?
EMLYN'S BALL
WHO RECEIVED "I SHOULD BE SO LUCKY"?
WHO WON THE WORLD CUP IN 1966?
WHAT IS THE CAPITAL OF PAKISTAN?
A VERY SORE BOTTOM!
WELL RANCID PLOPS, IF IT ISN'T EMLYN HIMSELF!
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SPECIAL FX CARE OF PARRIN'S FUNKY SMOKE MACHINE
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OF TRIVIA
AWRITE! WHO WON THE EUROPEAN CUP IN 1977?
LIVERPOOL
THROB
WHAT BIRD CAN SWIM BUT CAN'T FLY?
A PENGUIN!!!
OKAY THEN! WHAT'S IT ALL MEAN, EH? WHAT'S IT ALL ABOUT? WHY ARE WE 'ERE? WHAT IS THE MEANING OF OUR PUNY EXISTANCE?
DE LA SOUL
BLOODY AWFUL PUNCHLINE
ERR... I KNOW IT! I KNOW IT
IT'S ON THE TI
BUGGER THIS, I'M OFF TO SKIN THAT RABBIT!
DE LA SOUL
GO LAD... HAS IT GOT SOMETHING TO DO WITH PRINCESS ANNE?...
THE AMA
I SERIOUSLY WONDER ABOUT THE MORALS OF THIS STRIP - RH
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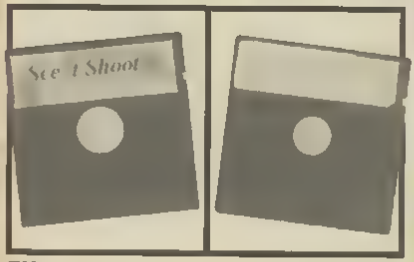

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NEON ZONE

▲ The ATEI show - booooming!

Here we are back in the Neon Zone after a fairly disappointing ATEA Show. This is supposed to be the main arcade show of the year in the UK but to be honest it was pretty boring this time around.

The shoot-em-up brigade seem to be into sequels right now. R-Type II made an appearance and although there's no question that it's a well crafted piece of code it's unlikely to fire anyone up that much.

It's the same horizontally scrolling action with a big bad monster at the end of each level, loadsa power-ups etc etc. For the first few goes as you very soon get these astonishing powerful weapons it's quite a laff and quite a technical achievement too with all those sprites flying around but well I guess we've seen this all before. Yawn.

Anyone game for wait for it Gradius III. Yes funsters, you thought it was all over with Vulcan Venture (which after all wasn't half bad) but now those little tinkers down at Konami have decided that enough certainly isn't enough.

Now I thought that Vulcan Venture probably went a little bit over the top when it came to user friendliness. With Gradius III the programmers are simply crawling to the punters.

You can select your sequence of power ups from a choice of five or you can edit these sequences and create your own! Mmmmm. Goes without saying that you can select your shield type independently of all this and when you've finished and got up on the high score table not only do you put in your initials but your sex, and star sign.

The game? You wont to know about the game? It's fine. Everything you'd expect from a team of coders and graphic artists that have been refining this particular genre for about five years now.

Slick, very playable but nothing new that we've not seen before. Power-ups, yes! Big things at the end of the level, yes! Is this beginning to sound familiar? YES!!

Well at least Konami have given us one decent original game this year. Black Hole. Maybe they've done their quota of original stuff and are going to stick to yawn jobs for the rest of 1990. I predict we can expect to see S.P.Y. II previewed somewhere very soon.

Atari Games now. They were showing an interesting new puzzle game of theirs called Klax. Expect a full review of that next issue but I can tell you that it looks interesting.

Something that did catch the eye was a new game from them called Badlands. What we are actually talking about however is Sprint VI. First there was Sprint. The Black and White plan view racing game. Then Spring II the two player version. I think I can remember a four player stand around version as well. Then came the familar Super Sprint three player and in colour. Then Championship Sprint. Two player with extra tracks. Now Badlands. And what do you do with Badlands? You shoot, that's what!!

▲ Klax – A game about bricks, how original!

We are talking Super Sprint with guns and I have to admit I love it! Maybe I've been crazed by all those hours waiting in traffic jams but the thought of blowing away a car in front of me makes me smile in an extremely manic fashion. OK so I'm sick. Again a full review of that when we can get decent playing time on the unit.

Truxton now there was a game for real men with a difficulty curve that zoomed away into infinity after about third level. And what was it's best feature? The power-up that gave you those windscreenwipers of death – lightning beams that sizzled across the whole of the screen trying anything in their path. Not surprisingly they've made it to Tosplon's latest game too. Fire Shark.

Yes this is a conventional vertical scroller one or two player shooter but it has that playability that Tosplon games are getting a reputation for.

Date East are not well known for this sort of game so why we might well ask ourselves have they tried to have a go with Vapour Trail. The answer only the deities know it's vertically scrolling it's got OK graphics you can choose one of three types of aircraft to fly and you fall asleep while playing it.

No for me the best thing of the show was from Taito. World Grand Prix Real Race Feeling. This is a motor bike game which has an over the handlebars view of the action. The next difference you notice is when you go around a corner when the whole of the horizon tilts just as in real life. A difficult technical feat that has been accomplished with great skill and it makes a real difference to the playability of the things – plus the little fans that blow air into your face in order to simulate the vast speed of your bike (I don't think).

It's not finished yet but I expect it to do very well indeed when it's released later in the year.

Lastly the two new mow 'em downs from Sega and SNK (Line of Fire and Beastbusters) seem to be finished now. Sega's effort is all scroll and no action. SNK's is a cross between its hit Mechanised Attack and the shlock horror graphics of Splatterhouse. Should do well and we'll be taking an in-depth look at them next month.

Until then give those aliens hell won't you. And don't press both flippers at once. John Cook

CENTRAL 64

When you're faced by the prospect of finding any kind of consumer good it's best to look inwardly. Not the Buddhist inward or the inward that Samuel Beckett implied to Billie Whitelaw when she was stumped in the middle of one of Becketts rehearsals. "Look inside," he told her.

Look inside what? The fridge? the bread bin? The dustbin? Maybe the dustbin because he likes or used to like having those around.

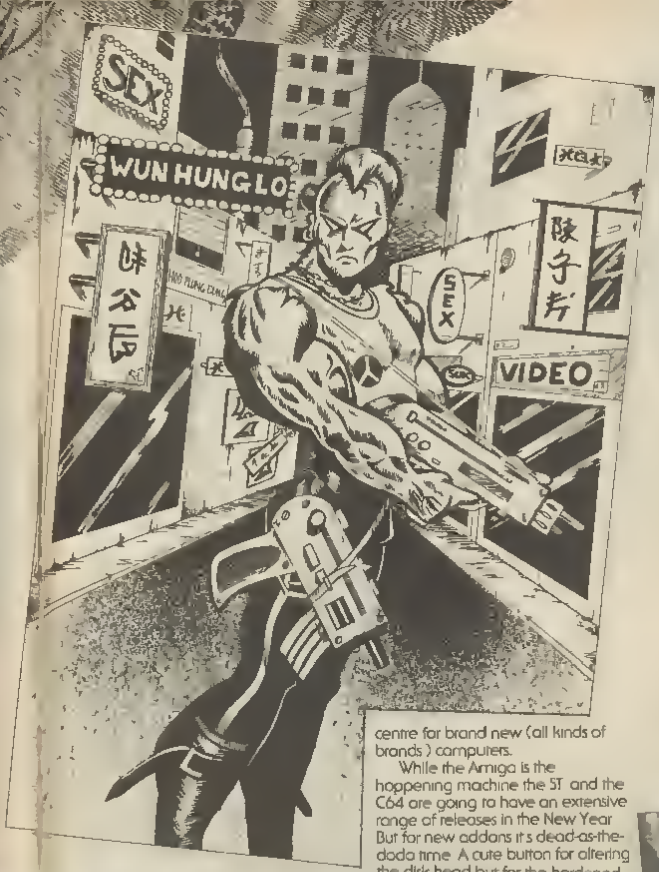
But for 'inwardly' you can put centrally, and you're almost always able to find whatever you want. A fridge? A bread bin? A sex kitten? A C64?*?

If you're living in a small farmhouse on the edge of a small Suffolk village or working the Hebridian Ferry lines then you'll know the meaning of isolation. You won't have a bevy of red stockinged women cavorting until the early hours on a floodlit stage on the village green. You won't be able to get hold of a TV or a computer by walking through your back door and nipping over the garden fence.

You might be lucky but if you want a hooker or you want a one night stand or you want a C64 then you're going to go a distance or 2 to get what you want.

Soho has the reputation for hooking but those in the know know that it's moving out, moving to dismissable places like Kings Cross. It makes good sense. Victoria, Kings Cross, Euston where the commuters are, and there are cheaper hotels. The dispersed areas.

At the computer end of things then Tottenham Court Road is the



centre for brand new (all kinds of brands) computers.

While the Amiga is the happening machine the ST and the C64 are going to have an extensive range of releases in the New Year But for new addons it's dead-as-the-dodo time A cute button for altering the disk head but for the hardened gamer the C64's going to get less and less stuff as the years go

Where as the C64 doesn't suffer from virus's like all computers and all greedily searched after things, they've become symbols of fuck and corruptability A flower or an apple on its own has the purity of independence especially when it's in the ground or on the tree growing in the ground

Group them together treat them and you've a marketable desirable and corruptable product

Computers and Computer Software have become that type of product though illegal copying hype vying for licences reproduction and the presence of parasitical magazines It's all there in the great Computer Shopper Show for those who want to make money and those who think they want to buy the goods What alternative is there? The games are there so you have to play them The people are there the programming's possible so give it a go

Where the outward spreading from a Centre Point comes in is when somebody Limited Company X, can see that a Blob Blob kind of guy will play that Blob Blob kind of game And it is only guys that play Blob Blob games because the PR company employed by somebody now called Limited Company Blob Blob has targeted that group

The movement is continuous it might even reach girls until it's thwarted by the next eccentric trend the next burp n gurgle Paying more money and more money your ending words will be markedly different from what you started with You'll have been told about greatness and sold a lone ass If you believe them you'll buy an Amiga next because the 64's not up to it Flush the toilet one more time see the Blob Blob game disappear When it floats back up again your cassette might have changed a bit or two but the game'll be exactly the same C64's about selling you the same thing day in day out Consumerism triumphs leaving the real lone asses to get lower letting the fat cats get fatter

On The Tape

BLASTBALL

While scouting one day in your SSI spacecraft you come across an enemy mothership from the 4th Dimension. Without warning a tractor beam sucks you into its lower cargo decks. Your one chance of freedom is to blast through the cargo canisters on each of the 36 cargo bays.

You are armed only with your deflekta bait which has the unfortunate habit of absorbing energy and getting faster as it hits things. You only have 16 of these so don't lose them.

To make your task even harder patrolling aliens try everything they can to get in your way. Occasionally the contents of the cargo canisters float down and may be of some use to you.

To collect special features place your bag underneath the icons as they drop down.

S – Slow down deflekta bait
C – Catch and hold
L – Forward firing lasers
E – Enlarged ship
T – Triple deflekta bait
P – Power High score push up and down on the joystick and press fire to select letter

Map Editor

Pressing F7 on the title screen or high score screen will take you to the map editor.

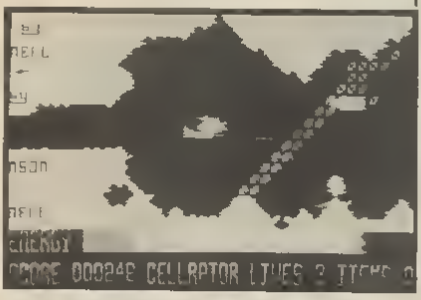
Here you can design the maps of bricks for each level. Return to the title screen and play your own designs. The editor also has LOAD/SAVE options so that you can design as many maps as you like and save them off to do more later. This also allows you to swap your designs with your friends and create a new game every time! The only real limitation of the map editor is your own imagination and you can make the maps as hard or as easy as you wish. Below is a list of all the functions of the map editor. It is advisable to clear all map definitions before starting to design.

F1	FUNCTION	C
STOP	Quits to title screen	
	Goes to the next map	
	Goes to the previous map	
	Sets the background colour (each time you follow) The colour will appear in the currently selected colour	
SHIFT HOME	Clears the map to a blank screen	CTRL S
	Saves a map to the current device number. The filename will be displayed as MAPS?? STOP Exit save option + Next filename Previous filename RETURN to save file	
	Loads a map file from current device number. The filename will be displayed as maps?? STOP Exit load option + Next filename previous filename RETURN load file NOTE the filename is always set to MAPS?? where ?? is a 2 digit number allowing up to 100 map files to be saved (00 to 99)	CTRL L
CRSR DOWN/UP	Move the edit box left or right	
CRSR LEFT/RIGHT	Move the edit box up or down NOTE the edit box has a wrap-around system so that the edit box has no top left	
HOME	Positions the edit box at the current map	
SHIFT HOME	Positions the edit box at the current edited map	
	Toggle device number 1 Tape 8 Disk	D
	Disk Directory	CTRL D
	Disk report	CTRL R
	Disk Commands Enter disk command i.e. S:MAPS 00 RETURN to execute command	CTRL C

Game play

To play the game plug your joystick into Port 2 and press FIRE to get ready and again to enter the cargo bay. The ship can only be moved left and right across the bottom of the screen and fire shoots baits.

CELLRATOR



The year is 2090 Uranium is running short but is needed for fuel to power generators to produce oxygen

The only place where this can be found is in the caves below the Earth the labyrinth of caves are closely protected by alien life forms

You are the chosen one who has the task of collecting Uranium from each cave as you pass through This can be done by firing phiseray at them and transporting them on to your ship Cellrator

As you collect the Uranium it will be registered on your items scale Beware of the cave walls the enemy have sensitised them touching them will severely damage your power shields

No map has ever been produced revealing the way through the caves The aliens have invisible barriers which constantly change directions to confuse the intruder

If you succeed in penetrating the caves you will find the enemy headquarters This you must destroy

Good luck with the mission (you will need it) and take care of your ship Cellrator

A scrap of paper has been found from a previous mission on it is scribbled this note The Uranium capsules need to be shot at different distances from your ship This also applies to the Gas clouds ends!!

3 INTO 1 PLUS

The vast majority of computer programmers probably have a diverse range of graphic aids These may include screen editors character editors or sprite editors The only problem is that none of them can carry out all the functions that the programmer requires Obviously the only way around this is to use a number of programs to produce one finished product

For example if you were writing a game you would use a character editor to produce user defined characters You would then use these to produce the actual background for the game A sprite editor would be used to produce the sprites Wouldn t it be easier if it could be done with one program which encompassed all the functions you will ever need? Hence the birth of the 3 IN 1 EDITOR.

3 IN 1 consists of a sprite editor that has provision for multicolour and hi-res sprites Sprites can be animated copied positioned on top of each other etc Within the program there is also a combined character and background editor What makes this part of the program so special is that you are not limited to designing just single screens but it is possible to define screens that take up to 32K of the computers memory

The editing screens act as a small window that can be moved over a much larger area Until now most scrolling screens were designed as individual pictures and stuck one next to the other at a later date

The 3 IN 1 EDITOR has already aroused much interest in programming circles and many programmers are using it to help them design games The complete editor program is on the tape so that it is available to anyone who is interested in graphics

Using the Program

Once you have loaded the program and started it running (with SYS 51500) you will be presented with the editors main menu which offers the following options

1) SPRITE EDITOR
2) CHAR/SCREEN EDITOR
3) DISK COMMANDS
4) DIR
5) DISK REPORT
6) SAVE EDITOR
7) LOAD

Pressing the corresponding key will call up the specified function Options 1 and 2 call up the sprite editor and the character/background editor respectively These will be explained in their own sections later on

Option 3 allows you to send the standard disk

C64 Tape

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instructions load a disk drive if you're unsure of which the seven loads are, the main sides are listed in Figure 1.

The DIR function will display a directory listing from any disk in the drive. However, as for many uses of programs like 'PRG' so only this type of file is listed on the screen. Also the size of the file is not given as it is not really that important.

In case you ever have any disk errors, I have included Option 5 which will read the error channel of the disk drive and report any errors.

Option 6 is self-explanatory to anyone. This option allows you to make more copies of the program. If you use this function then you will be prompted for the filename that you will recall the program by. The default output device when you load this program is disk. If you are using tape then you will need to change the output device. This is done by pressing F1. Now you will be able to toggle which output device is in use at both the options. On Option 7 will leave either a '1' or an '8' after them. A '1' specifies an output device of 1 i.e. cassette while an '8' means device 8 which is disk.

The last command available from the main menu is LOAD. This will LOAD the specified file into the same area of memory that it was saved from. This means that you can load any of the files created with the editor programs from the main menu.

Using the Editors

Before I give an in-depth look at the individual editor programs it is worth pointing out a few conventions.

Only all numerical inputs are known. This is because most programs work in hexadecimal since it is much easier when writing machine code than using decimal. Since this program was designed as a programmer's tool it is obvious that it should use HEX. All inputs must be made up to two or four digits e.g. '00' or '0000'.

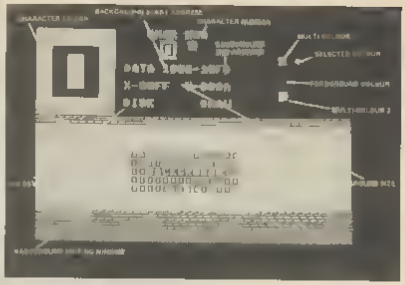
Many of the functions may be controlled by either the cursor keys or a joystick in port two. Since the joystick only has one fire button and it may need to further erase or set points, the 'M' key is used to select its operation. Both editors indicate whether the joystick is in DRAW mode or erase (DEL) mode. Take a look at the labelled pictures of both editors to see where the flags are.

As with all main menu type device for output can be either on 8 or 1. This can be changed from the pull down menu (F7). Again look at the pictures in order to see where the flag is located.

The Sprite Editor

The sprite editor allows you to edit sprites in either multi colour or hi-res mode. Sprites 5A0 to 3FF can be edited with this editor. If you are unsure about the sprite numbers then I suggest that you read the section on sprites in the Commodore 64 manual. If you take a look at the picture you will see that there is quite a lot of information on the screen.

Firstly we have the actual sprite editing screen. This displays a blown up version of the sprite being edited. If you choose multicolour then the horizontal resolution will halve, exactly the same as with multicolour sprites. Unlike most sprite editors you actually design the sprite using the colours for each dot. This means that you don't have to think



▲ Wacky backy!

which combination of dots produce which colour. Simply press one to three to select the editing colour and hey presto! draw dots with it.

Colour changing is also extremely easy. Press shift one to five and the corresponding colour will go through all 16 possibilities. Changing colour mode is also extremely easy: choose the option required from the menu (F7). If you want to reverse the sprite simply press CONTROL AND R. Easy isn't it?

It's not really worth mentioning all of the available commands since they are all listed in Figure 2. However a few functions do need further explanation.

At the bottom right hand corner of the screen there are four sprites referred to as sprites zero to three. Note these are NOT the same as sprite numbers but are just used as reference numbers for the four at the bottom of the screen. Usually these four positions hold the same sprites as that which is being edited. It is possible to expand these sprites using the pull down menu. To alter the way that the sprite looks simply select the desired option from the menu followed by the corresponding sprite position number (00-03).

Choosing POSITION from the menu followed by a number allows you to move that numbered sprite around the bottom of the screen. This means that you can position the four sprites next to each other or even overlap them. This may not seem all that useful at first but it is possible to make each of these four sprites different. This means that you could define a large character of up to four sprites joining the sprites together at the bottom of the screen so that you can see what they look like. It is even possible to animate this section of the screen with the number option and the Q and W keys. Choosing NUMBER, followed by 00 will cause each of the four sprites at the bottom of the screen to become the same as the one being edited. If on the other hand after you enter a number greater than 00 you can set up animations.

Animation is quite difficult to explain and is best figured out with practice. However I will do my best to explain how to set up and use this special animation function.

When you enter a number greater than 00 for the number of animations after choosing NUMBER the sprites at the bottom of the screen will change. If for example we have enterd 01 and the current sprite was 5A0 sprite 0 would be the same as the actual sprite

$A0 Sprite 01 will will be the same as $A1 Sprite 02 will be the same as $A2 etc If we now press the keys W and Q we can increment and decrement the sprite numbers at the bottom of the screen giving the appearance of animation If we press 'W' Sprite 00 will become actual sprite $A1, Sprite 01 will become actual sprite $A2 etc If we had entered 04 after a CONTROL N instruction then the sprites would be incremented by four every time you pressed the 'W' key, i.e. sprite 00 would become $A4 Sprite 01 would become $A5 etc

I did say that this form of animation was complicated but if you try it then I'm sure that it will fall into place

Just in case you have problems with this type of animation there is a simpler form This is the ANIMATE instruction This instruction will change all the sprites on the screen including the large editing screen in increments of one for a preset length When you choose ANIMATE you will be prompted at the top of the screen for the first sprite in the sequence and the last, then the sprites will be displayed in order Pressing 'F' and 'S' will speed up and slow down the speed of this animation

The sprite that is in the editing window can be moved within the editing grid with the keys specified elsewhere in this article

If WRAP ON is set what disappears off of one edge of the editing grid will appear at the opposite edge If WRAP-ON is set then anything moved off the grid is lost

Characters and Sprites

The option that may seem a little strange is the ability to turn characters into sprites The pull down menu option CHAR BANK is used to specify which character bank you want to look at Should you want the normal Commodore characters then enter 0000 at the prompt

COPY CHARS is used to position the desired characters in the sprite grid When this option is selected a large square will appear in the sprite editing grid This can be moved within the grid using the cursor keys Once you have the block where you want your character to appear press RETURN You will then be prompted for the character that you want to appear in the sprite Try this using the character set at D000 and you'll soon see what this option does Use RUN/STOP to exit the COPY CHARS option

All change

It is possible to change one multi colour to another with the SWAP COLOUR option on the pull down menu When selected this option presents you with the three multicolours at the top of the screen Move the arrow to the colour you want to swap and press return (use cursor left/right to move arrow) now select the second colour in the same way When RETURN is pressed the two colours on the screen will swap over DO NOT use this option when dealing with hi-res use the reverse option (CTRL R) instead

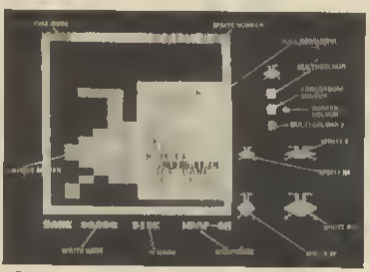
Character Screen Editor

Both of these editors are present on the same screen The top half is the character editor while the bottom is used as a small window over the larger screen

Quite a lot of information is present on this screen and it is worth studying the commented picture in order to find where everything is

Again it is worth looking at some of the available commands in more detail a summary of them all can be found in Figure 3

As with the sprite editor characters can be edited in either multi colour or hi-res mode colours being chosen and changed as in the sprite editor



▲ Funky sprites games graphics at your fingertips!

Once you have entered a character you can place it anywhere within a defined background in the background editor The J key is used to move control between either the character editor or the background editor You can see which mode you are in by seeing which cursor is flashing

The background size is defined with the WINDOW SIZE option and the window can be anything from two by two characters upwards the maximum in either direction being $FFFF Obviously your screen size is limited by the amount of memory available If there is not enough room for your window then you will have to enter new values I have made up to 32K of memory available for the window though I'm sure that you will find that you very rarely use this much The two numbers in the middle of the screen after the word DATA, show you where your window starts and finishes in memory

One very important consideration for games programmers is where they are actually going to put their screen The BASE ADDRESS option will prompt you for the base address of the background so that you can move it where you want Do make sure that you don't overwrite any other programs in memory such as the editor

You may think that it is a little limiting to just see a small section of your total graphics screen at one time I have therefore included the 'W' command which will switch to a full screen display in which you can move around the background movement being controlled by the cursor keys only

It is possible to set up a border character which is displayed around the smaller editing window I usually leave this blank though you may try different effects by putting fancy borders around the screen This does not apply to full screen mode

Disk Commands

I0	Initiate disk
V0	Validate disk
N0 name id	Format disk
R0 new name a old name	Rename file
S0 name	Scratch file

CHARACTER/SCREEN EDITOR

Cursor/Joystick	Move cursor
*/Fire (draw)	Draw point
Space/Fire (del)	Delete point
F1	Joystick fire function
+	Next character
-	Previous character
C	Copy character
G	Go to character
1-3	Select current colour
Shift 1-3	Change colours
CLR	Clear character
L	Scroll character left
R	Scroll character right
U	Scroll character up
D	Scroll character down
Y	Flip on Y axis
X	Flip on Y axis
CTRL R	Reverse character
J	Jump to background window

Background Mode

Left Arrow	Set top left of block
Cursors	Move size of block
Return	Set block
G	Get character under cursor
*	Place selected character
F7	Bring up menu
SWAP COLOUR	Swap multi colours over
BASE ADDRESS	Set start of background
FETCH CHARACTERS	Set where characters are in memory D000 is normal set
COPY SPRITE	Cursors to move block RETURN to select RUN/STOP to exit

SPRITE EDITOR

Most functions as for Character/Background Editor

F7	Bring up menu
CHAR-BANK	Where characters are stored (used by COPY-CHAR)
COPY-CHAR	Copy characters into sprite Use cursors to move, RETURN to place and RUN/STOP to exit
WRAP-SET	LR/UD wrap around ON/OFF
ANIMATE	Use F to speed up S to slow down

Painting a large area

When producing backgrounds it is quite usual for large areas of the background to be repeated elsewhere in the backdrop. A GRAB option is available that will allow you to grab a rectangular area of the backdrop and copy it to another position of the screen.

To use this mode you should be in the background editing section of the character editor. Move the cursor to where the top left of the block to be copied is and press the left arrow key (top right of the keyboard). Use the cursor keys to move the bottom right of the area to be copied and the rectangular area marked will be highlighted. Once the highlight covers the total area that you want to copy press the RETURN key. Now when you move around the background you will drag with you a copy of the block marked. You can place this anywhere on the backdrop by pressing F1. RUN/STOP is used to exit this mode.

Saving and Loading

As I said earlier it is possible to load any type of file into memory from the main menu. It is also possible to load any type of file from within any of the other editors as well. However the I/O device is separate in each editor so you must change it in each section of the program.

Even though you can LOAD in any type of data from within any section of the program, you can only save each type of data from the correct editor. You must therefore be in the character editor in order to SAVE your user defined graphics. You must be in the background editor in order to save backgrounds.

Note

When you design a background, make sure that you keep a note of the screen size that is defined, since a screen that is supposed to be 20 characters wide will look rather silly if the screen is set to 21 characters.

That just about sums it up for the sprite editor. I'm sure that you will find it very easy to use with a little practice and that you will find most of the instructions that you are ever likely to need

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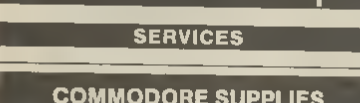

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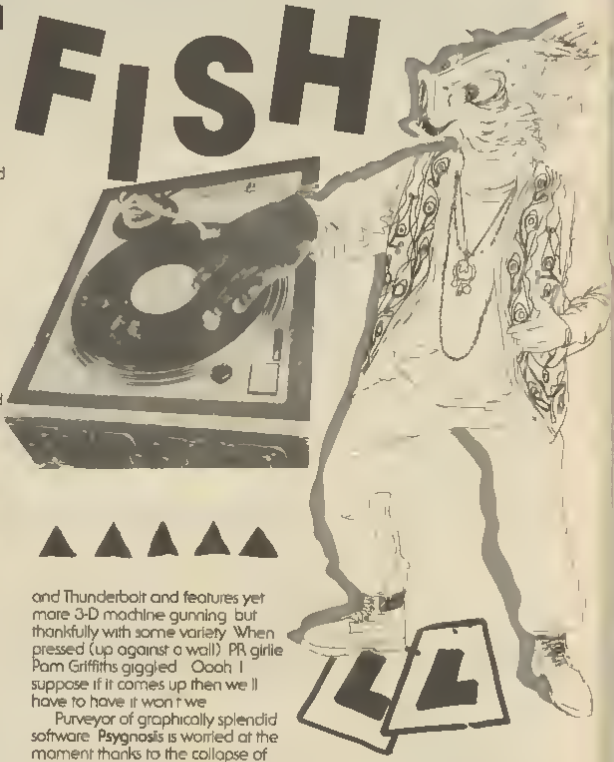
THE FUNKY FISH



Greetings haddock brains I trust your dorsals are fully functional Purple Fish Lord of Czar here Actually my great eminence is not with you in that sense but the armies of the Fish Lord will be with you soon Thanks to last month's outrage by your Earthlings expect to see the assembled might of Czar appearing in your skies shortly I compute that in exactly one year from now the bowls of heaven will descend upon the so-called Hemel of Hempstead and totally exterminate the Henderson of YC infamy Until that glorious day here is the latest news from bowls around the country

The Bitmap Brothers have started

work upon Speedball 2 although whether they will actually do any of the work this time (they didn't do any programming on Xenon II) remains to be seen The sequel to the game of steel fists and high speed thuggery is due for release in September Before then their current project Cadaver will be out in August

Cadaver is a pretty dim name for a game which is surprising since Mirrorsoft rejected the first suggestion by the Bitmapping Boys They wanted to call it Stiffy The marketing plugs for this could have been legion Get a Stiffy waggle your joystick

Ocean Software is officially denying that it has its eye on the latest game from Taito Line of Fire This follows on from Operation Wolf and Thunderbolt and features yet more 3-D machine gunning but thankfully with some variety When pressed (up against a wall) PR girlie Pam Griffiths giggled Oooh I suppose if it comes up then we'll have to have it won't we

Purveyor of graphically splendid software **Psygnosis** is worried at the moment thanks to the collapse of CSS CSS was an American distributor that handled only games and was Psygnosis main US distributor The company has crashed and the receiver been called in

You would have thought that there were enough computer magazines to fill a truck with at the moment though the number may decrease shortly having counted the number of pages in certain 8-bit magazines recently However tadpoles on the scene have confirmed that there is to be yet another magazine joining the fray this one under the cumbersome title of **'The Complete Beginner's Guide to Games on Home Computers'** There will be more words in the title than adverts in the glossy magazine which is expected to retail for around £2.95 Expect the name to be cut down to size when someone realises how silly it is

A final maggot for you Earthies, the main programming **DDT** has resurfaced after months of silence Apparently his computer broke down For months?

Gloop! Until the great bowl in the sky has revolved another 30 times fore thee well fish lovers

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PSET 2
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PSET 4

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PSET 10

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